

ARCHITECTURE DEPARTMENT

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DESIGN REPORT

**LEISURE LEARNING JOURNEY -
INTERMIX LEARNING WITH EXHIBITION FOR
YOUNG PEOPLE**

FUNG Yiu Leung April 2002

Design Report

Leisure Learning Journey

-intermix learning with exhibition for young people

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The intention of this thesis is to create an alternative learning environment for young people in Hong Kong.

This place would provide space for company with young people as target group to promote and exhibit their goods and organise learning workshops. This new environment would change the traditional image of learning centre and introduce a new concept about learning to young people not only through the leisure of commercial element, but more importantly, **Exhibition.**

Youth is a critical development stage from child to adult. In this thesis, the target groups include both secondary students and young workers within this age.

Generally, youngsters acquire knowledge through the studies in schools during daytime. Apart from academic studying, however, it is also important to provide extra curriculum learning place for them so that they can learn not only from the knowledge of the books, but also some other useful skill or talent which would be valuable to them.

We learn everyday. Learning is a process we experience in our daily life. In the proposed scheme, the learning area would not be considered as classrooms only, instead, it would be an intermix of learning with leisure, and moving from one activity to another. There would be confluence of people, ideas and goods, and as well as opportunities for involvement with the life of the city in order to establish a fresh and clear direction for preparing learning environment for the youth.

Aim

The aim of the thesis is to create an alternative learning environment for young people through leisure activities and exhibition.

This Learning place would combined with the leisure activities in which the young people can enjoy learning and entertainment at the same time. This new environment would change the traditional image of learning centre and introduce a new concept about learning to the young people as the leisure part may involve commercial element in it.

There would be opportunities for young people to exhibit their artworks that they learnt in this place and share the enjoyment with the others. The exhibition area is informal and would be combined with open space so as to enhance the public to aware the atmosphere of this place.

All the space would be flexible in a way to serve for different purposes according to the subjects or promoting items of the company.

Definition

In this thesis report, youth refers to people lying within the age of 15-24, which is slightly different from the definition of Hong Kong SAR Government, age of 10-24. The target groups include the secondary students and young workers within this age.

New Learning Ideas

The Automobile



Architect Robert Venturi proposed learning facilities can be located on freeway access road for automobiles with parking areas adjacent to it. The freeway can give automobiles rapid accessibility and the advertisement on it can direct drivers to the learning places.

This 'drive-in study units are connected to a central education computer bank, equipped with educational television facilities and other learning aids.

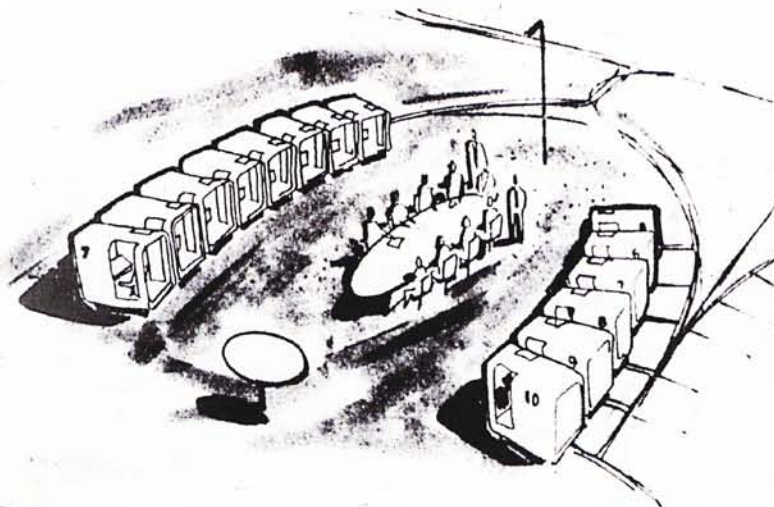


The Motorized Carrel

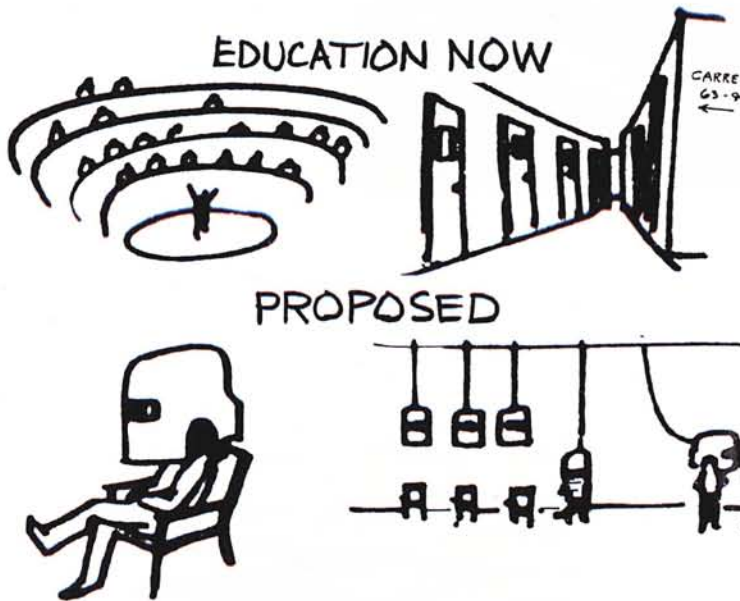
Architect Paul Kennon proposed another type of learning relates to technology, the motorized carrel.

It is controlled by computer and incorporated with a central system, forming a new aspect of public transportation in new city.

It would dock at individual homes forming an extra study room and run along electrical tracks. All commuting time could be study time and the carrel would be equipped for individual study, data retrieval, thought and rest.



New Learning Ideas

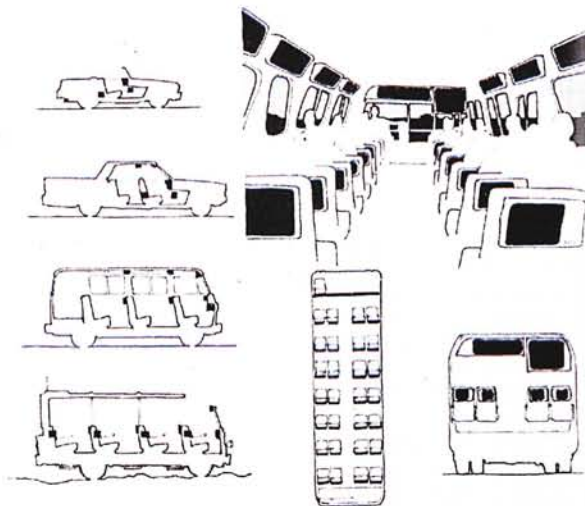


The Shoulder Carrel

Architect Charles Colbert proposed the Shoulder Carrel as a private, air conditioned, electronically control booth mounted on students shoulders, designed for use either at home or in school.

Students could wear their shoulder carrel and have individual study in a group setting in the schoolroom.

The carrel can bring to the students a vast library of data and incorporates instructional media as UHF-VHF, computers, slide projects, etc.



Network Facilities

Architect Cedric price proposed a complex network of learning facilities can be incorporated into existing facets of urban areas.
Eg

Rapid Transit Servicing

Educational Facilities like information panels or screens can be instored in public transport like the Roadshow advertising programme in Hong Kong.

Commercial/Educational Showcase

Displays and information related to normal shopping facilities and service are often dispensed in self-service machinery.



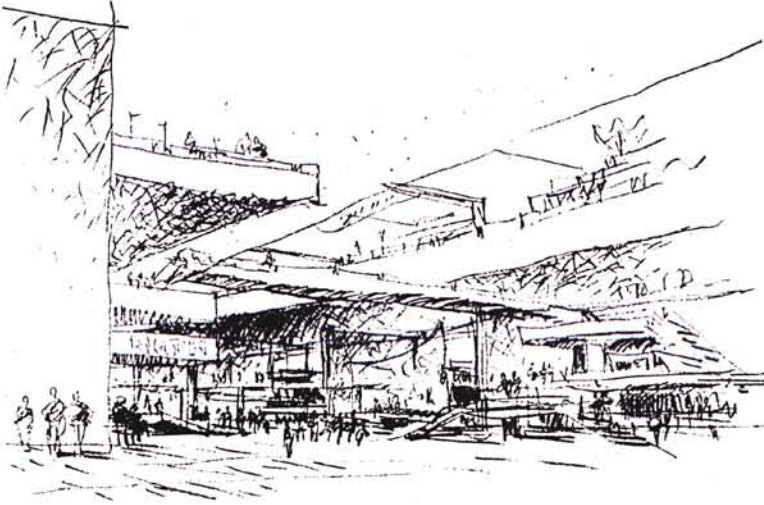
New Learning Ideas



Intermix

Learning can be intermixed with working, living, playing, and moving from one activity to another. With the involvement of daily life, learning would create vitality and excitement. Architect Paul Kennon's project of Educational Concourse directly integrates education with the daily life of the town, including schools, shops, offices, industry and housing. This idea could break down the educational, social, cultural ...walls between students and residents.

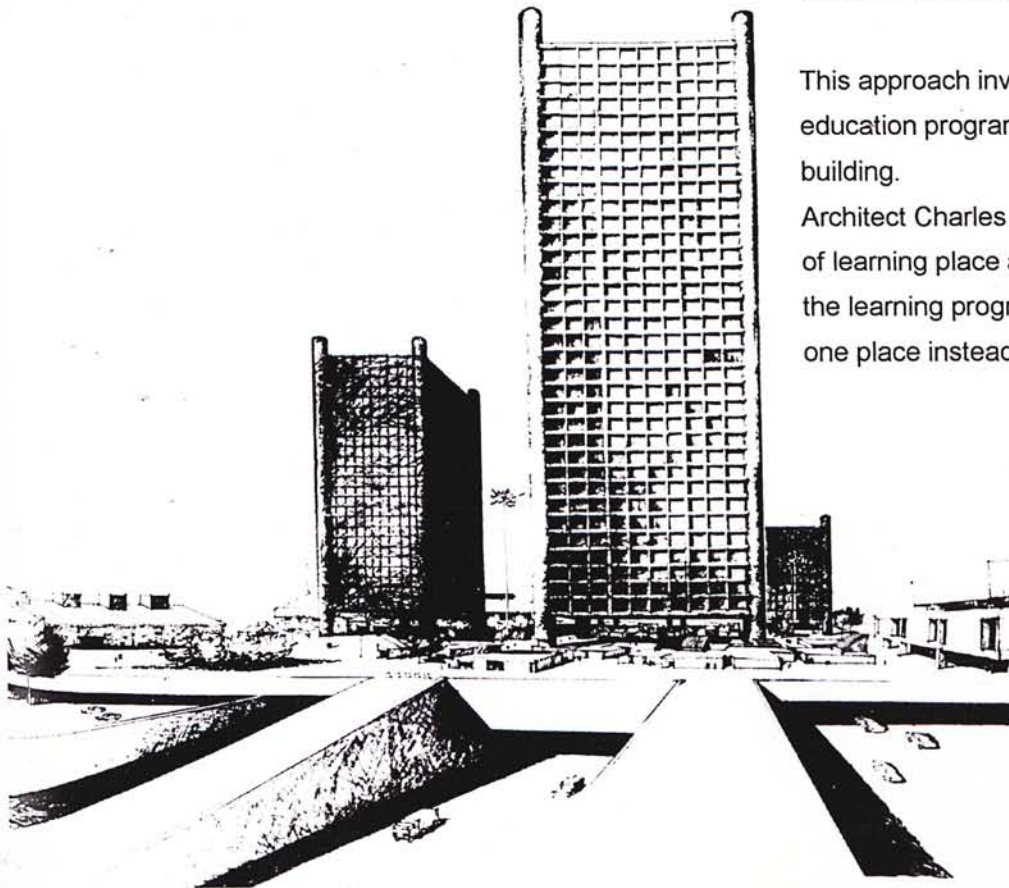
Facilities are placed in a way that residents would encounter learning invitation in the path of their daily life.



Tower Learning

This approach involves the idea of putting education programme into scale of commercial building.

Architect Charles Colbert considered the image of learning place as a highrise structure where the learning programme are concentrated in one place instead of in isolated campuses.

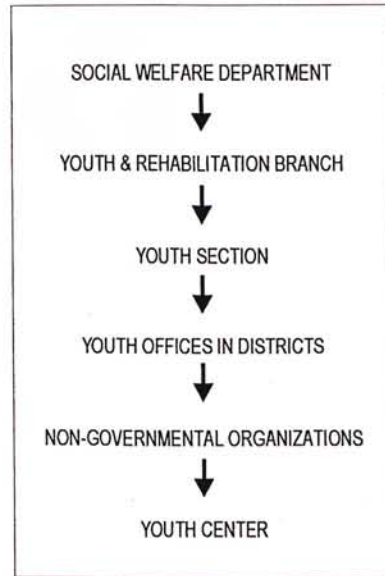


Evaluation

Among the new learning ideas, the concept of intermixed is being explored.

The involvement of daily activities of the youth into learning would change the traditional image of classrooms as the only learning place. Youth would enjoy the learning in another perspective if their interests or hobbies could be introduced into learning process. This would create an overall more relax and welcoming environment.

Existing Youth Facilities



Structure

All the existing children and youth centres in Hong Kong are run by voluntary agencies or non-governmental organizations. All of them are under the supervision of Social Welfare Department and are financed by the subvention of government or donation from the society, such as Breakthrough.

Historical Background

1960s-

Due to riot in 1966 for protesting the increase of fare of Star Ferry, the government realised that there was inadequate recreational youth facilities in Hong Kong. In 1968, the first Summer youth Programme as well as children and youth centres was established aim at providing recreational and leisure facilities.

1970s-

A standard ratio of 1:20000 was established for children and youth centre to general population. And the centres started aimed at providing remedial and preventive services.

1990s-

In 1990, Commission on Youth was established and in 1993, the Charter for Youth started indicating the importance of youth issues in society.

Existing Youth Facilities



Hong Kong Federation of Youth Groups

One of the most common youth facilities in Hong Kong is the services provided by the Hong Kong Federation of Youth Groups. The aim of this organization is to provide opportunities and facilities for the social, educational, cultural and physical development of young people.

There are many different types of programmes organized by the Youth group, including,

- Centre Service;
- Integrated Youth Service Centres;
- Indoor Sports Centre;
- School Social Work;
- Outreaching Social Work;
- Youth Support Scheme;
- Youth Counselling;
- Family Life Education;
- Camps and Outdoor Activities Centre
- Small Group Homes;
- Day Nursery;
- Centralised Programmes.

Among the above facilities, the youth centres are one of the most familiar place for the youth. Most of them are located in housing estates and provide development, remedial and preventive services.

However, the young people used these areas mainly as reading place only and seldom participate in other activities provided by these centres

Existing Youth Facilities

Special Youth Programmes & Activities

Youth Awarded Scheme

This scheme was 'The Duke of Edinburgh's Scheme' before April, 1997. There are series of awards for the young people aged between 14-25 to choose including

- 1 Service;
- 2 Expeditions & Explorations;
- 3 Skills;
- 4 Physical Recreations

The objective of this programme is to provide opportunities for the young people to learn the importance of self discipline and effort.

Leadership Scheme

The objective of this programme is to provide leadership training for the young people and emphasis on their responsibility to the whole society. Accommodation are provided for them in a certain time period to finish the course.

Youth Arts Festivals

The aim of this programme is to provide non-competitive arts activities for people aged between 5-25. It includes performing arts, workshop design projects, visual arts, etc.

Summer Youth Programme

It is a large scale international youth programme organised by the government since 1968. Both local and overseas young people are welcomed to participate in the activities. There are a series of sub-programmes including summer camps, charity works, day trip visits, etc.



Existing Youth Facilities



YOUTH CENTRE
YUET MING ESTATE, SHATIN

Deficiencies

Location, Recognition of Existence

Youth centres in Hong Kong are usually located in ground or podium level of the housing blocks in most housing estates. The design and quality of space is constraint by the overall layout of the estates. There is not much recognition of their existence. This results in unwelcoming environment which lead to the low utilization of the centres.



YOUTH CENTRE
YUET MING ESTATE, SHATIN

Limited Space, Limited Facilities and Activities

Due to the undesirable location and limited area of the youth centres, there is constraint in the provision of variety of facilities in these places. Most young people would prefer to have recreational activities provided by Urban Councils instead of the youth centres because they consider youth centres as a place for study only. The youth do not familiar with the facilities provided by youth centres. youth-in these days. These are not only depended on the types of programmes, but also related to the atmosphere of the overall environment.



YOUTH CENTRE
YUET MING ESTATE, SHATIN

Deficiencies

Confined place for youth only

The main target group of the existing centres is the youth. The design of facilities and activities should achieve the ideal aim of providing service to the youth. However, this makes the centres the confined place for the youth only. There is lack of interaction to the society, results in a barrier to the public and deficiency in the social health.

Programme

The youth would like to have challenging and meaningful activities in their leisure time as they already have got a very regular school time. Some of the programmes provided by the youth centre can hardly meet the needs of the youth in these days. These are not only depended on the types of programmes, but also related to the atmosphere of the overall environment.

Existing Youth Facilities

Evaluation

The aim of this thesis is not to relocate or redevelop youth centre. The study of the existing youth facilities is a mean to understand the background and current programme or services provided for the youth.

The deficiencies of youth centre would serve as counter example during the development of the scheme to avoid reproducing the same problem.

Besides, the needs of the youth can also be reflected in their participation in the current facilities. This information is relevant in building up the programme later in the design.

An idea of providing an intermix of learning with other activities for the youth is being developed. Learning would become more relaxed and comfortable activity and merge into daily activities of the youth. The new environment would change the routine image of learning and introduce a new definition of it to the youth.



General Information

Project	Breakthrough Youth Village
Location	Kung Kok Shan Road, Shatin
Client	Breakthrough
Architect	Freeman Chan Associates
Site Area	8 141m ²
Total GFA	13 609m ²
Completion	1996

The aim of this village is to provide educational and personality development programme for the young people. The target group also includes those who have family problems. They would be enrolled as live-in or day campers and participate in the activities provided by the village.

The whole village is composed of 4 pavilions,

Cultural Pavilion

It consists of auditorium and exhibition gallery for performance and presentation purpose.

Information Pavilion

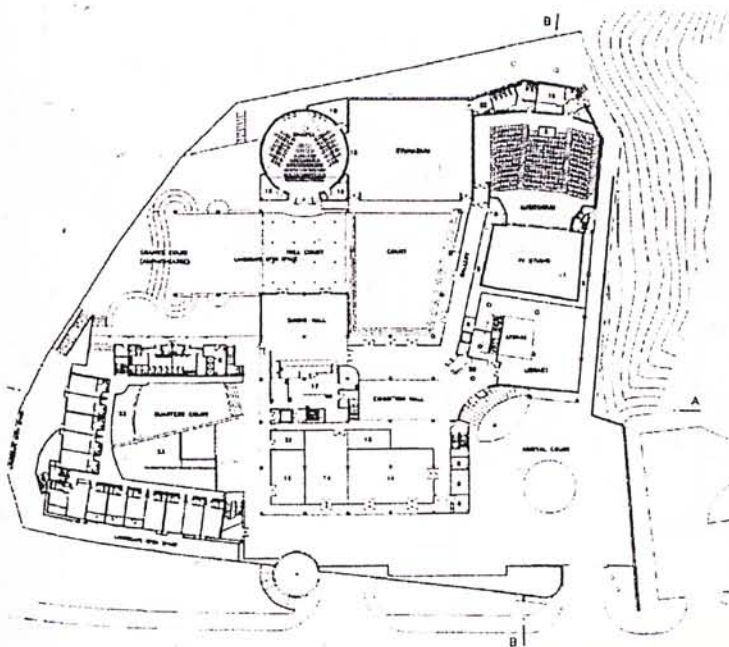
It consists of library and computer centre for information and internet communication.

Path-finding Pavilion

It provides facilities for encouraging young people to develop their social values.

Renewal Pavilion

It provides facilities for outdoor training and counselling.



MASTER LAYOUT PLAN



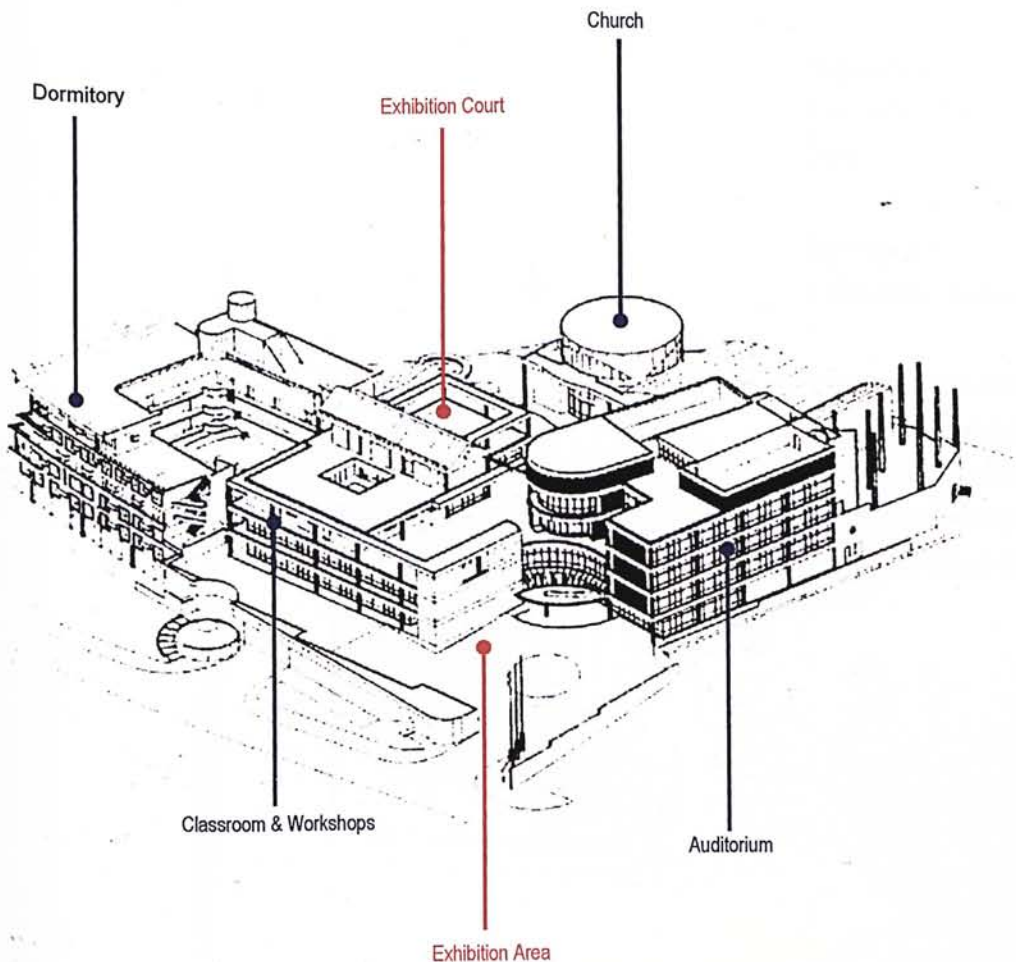
ARTWORKS OF STUDENTS
IN EXHIBITION AREA

Evaluation

Each of the pavilions in the village has its own programme and serves for specific purposes and this creates its own identity. There are open space in-between the pavilions and this would enhance the youth interaction and inter-relate the pavilions together.

The open space also serves as external exhibition area as some of the artwork of their students are placed as landmark of the village. The overall environment creates a sense of belonging to the youth.

This approach of enhancing interaction by external exhibition can be explored in the design as it provides an alternative way of learning which can involve both the young and the public.





General Information

Project Youth Outreach Centre

Location Holy Cross Path, Shaukeiwan

Client Youth Outreach

Architect Anthony Ng Architects Ltd.

Site Area 1 220m²

Total GFA 4 500m²

Completion 2002

Youth Outreach is a crisis intervention organization which mainly provides counselling services to the young people under 16. The aim of this centre serves the same purpose.

The centre is composed of 3 components,

Entertainment

It includes outdoor swimming pools, game room, computer room, etc.

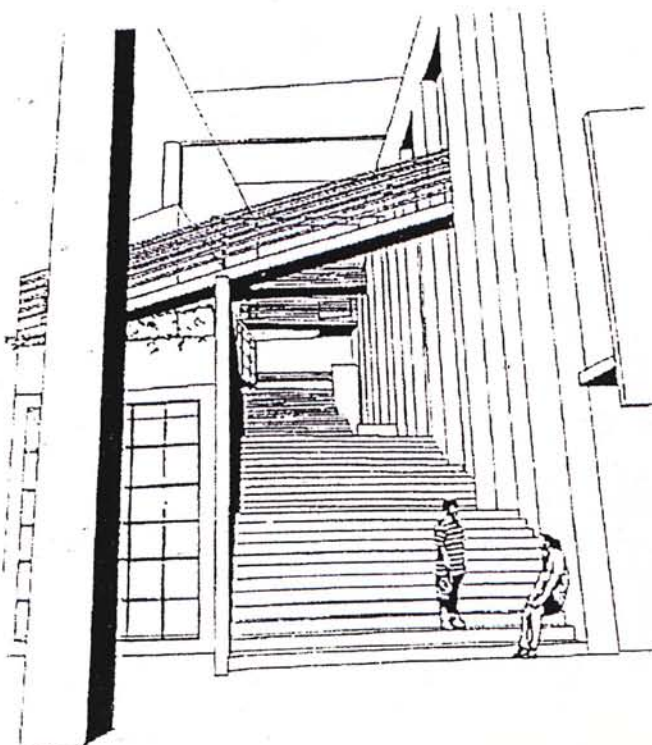
Residential

It provides dormitories and transitional housing units.

Service Unit

It provides counselling services.

The main idea of the building is to use a main spine to connect the street level piazza up to the 11 storeys dormitory. Distinct blocks of services or spaces are located on both sides of this spine which finally emulates a village street.



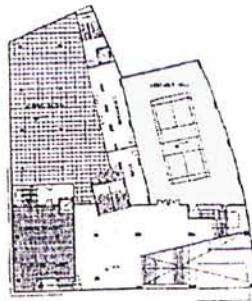
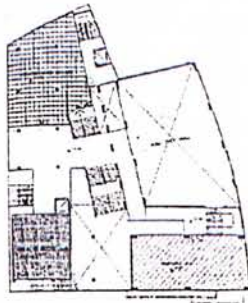
Evaluation

The designers try to create the sense of community in this vertical street by interlocking of services space and the negative space through the main spine.

There are open spaces locating in several level of the building to enhance youth gathering and interaction. Natural lighting is penetrating into the these areas from the skylight.

The greenery throughout the building also creates the garden effect which strength the idea of village. This creates a very welcoming and relaxing environment for the young to play or study.

Though this is a medium-rise building, the designers intended to change the traditional image of a youth centre by the insertion of different open space within the building. This kind of space, which serves as connection and gathering, can be developed horizontally and applied-in the design.



Open Space/Gathering Area at different levels of the building

PLANS

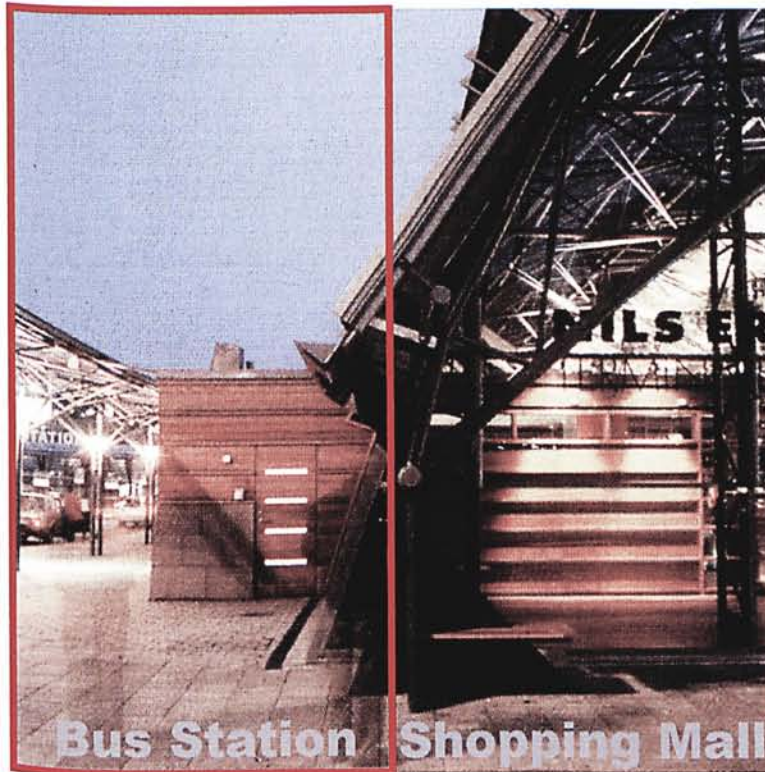
General Information

Project	Nils Ericson Bus Station
Location	Gothenburg, Sweden
Client	GLAB Stefan Ekmann
Architect	Niels Torp AS Arkitekter MNAL
Site Area	4500 m ²
Completion	1996

This is a competition project held in the 1980s. It is a bus terminal with attached shopping mall and cafeterias. Originally, there was also the construction a new train station apart from the bus terminal.

Going into the rectangular entrance of the building, there are connection to the tram stop, metropolitan buses and taxi rank. The arcade in this building also allows visual connection to the park outside

The bus terminal is divided into 2 zone, the movement zone and the seating zone in connection with the 'streets' facing Nils Ericsonsplatsen.



NILS ERICSON BUS STATION

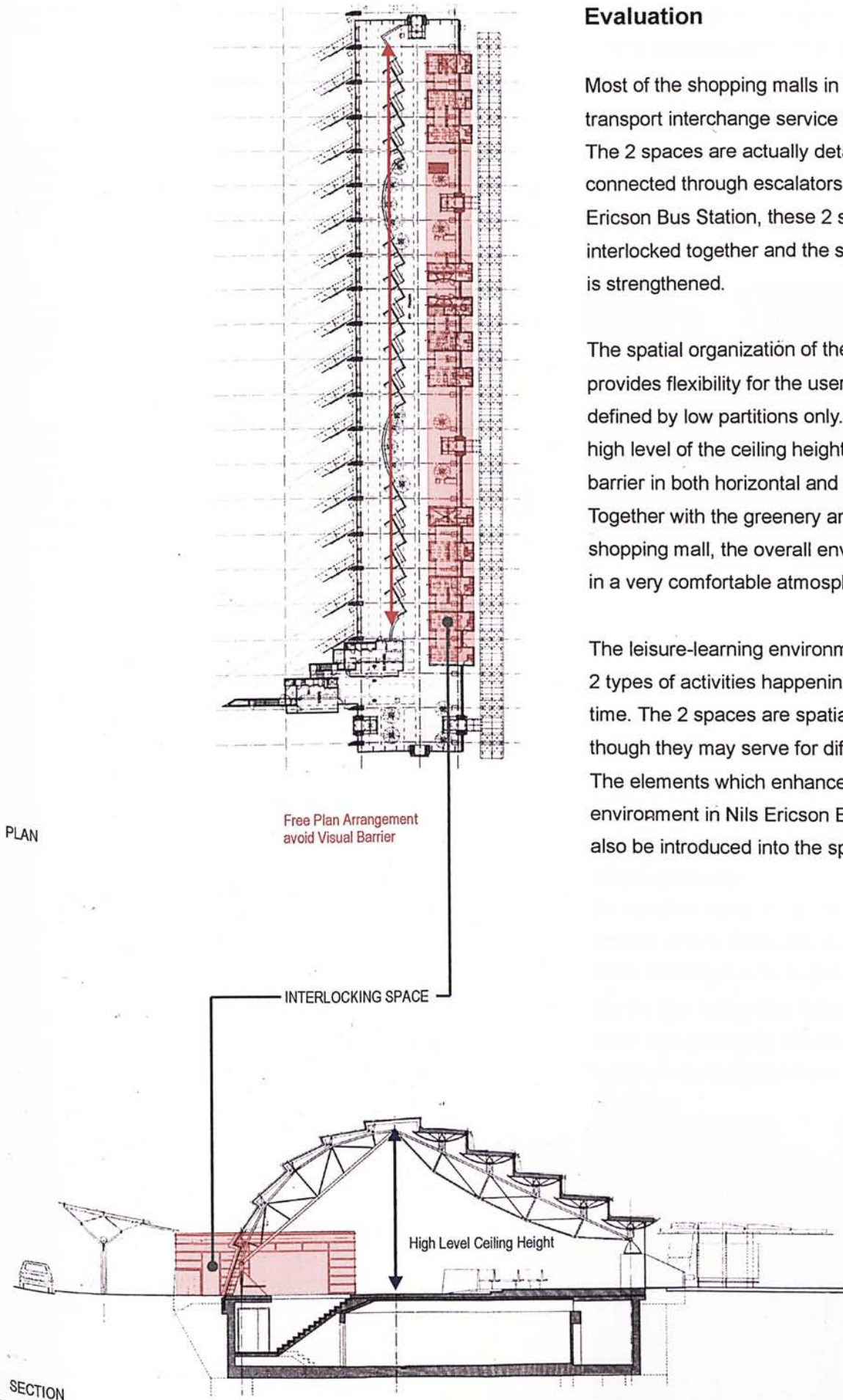


Evaluation

Most of the shopping malls in Hong Kong have transport interchange service at different level. The 2 spaces are actually detached and connected through escalators or lift. In Nils Ericson Bus Station, these 2 spaces are interlocked together and the spatial relationship is strengthened.

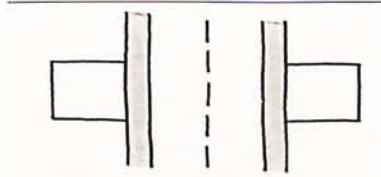
The spatial organization of the shopping mall provides flexibility for the user. The stores are defined by low partitions only. Because of the high level of the ceiling height, there is no visual barrier in both horizontal and vertical direction. Together with the greenery and trees within the shopping mall, the overall environment results in a very comfortable atmosphere.

The leisure-learning environment also involves 2 types of activities happening at the same time. The 2 spaces are spatially inter-related though they may serve for different purposes. The elements which enhance the welcoming environment in Nils Ericson Bus Station may also be introduced into the space.

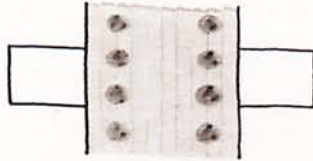


Street Atmosphere

Typical Street
Vehicular + Pedestrian circulation



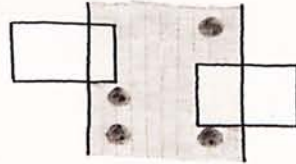
Paved Street
Pedestrian circulation
Greenery enhance Gathering
Paterson Street
Russel Street



Market Street
Pedestrian circulation
Market type business
Apliu Street
Ladies Street



Proposed Street
Pedestrian circulation
Greenery enhance Gathering
Facilities for Learning
Place for Performance
Sai Yeung Choi Street South



Street is one of the most popular place for people gathering and interaction.

Apart from pedestrian circulation, some streets also serve for business activities, like the Ladies Street in Mongkok and the Apliu Street in Shamshuipo.



LADIES STREET IN MONGKOK

Because of this popularity and the flow of people, some of the streets have been paved and serve for pedestrian only, like the Paterson Street in Causeway Bay. There are also some trees and seating in this area to enhance people gathering.

On the other hand, there are pedestrian scheme to turn some very popular street to serve pedestrian only in certain time interval, like the Sai Yeung Choi Street in Mongkok. Apart from gathering activities, sometimes there is also performance of music and dancing in this street.



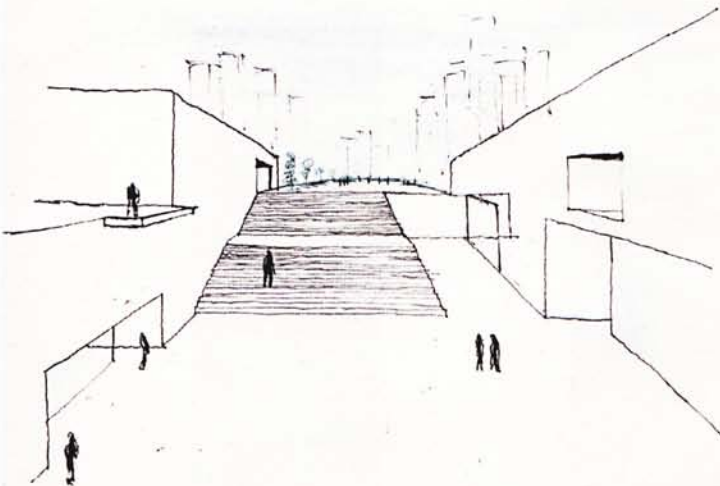
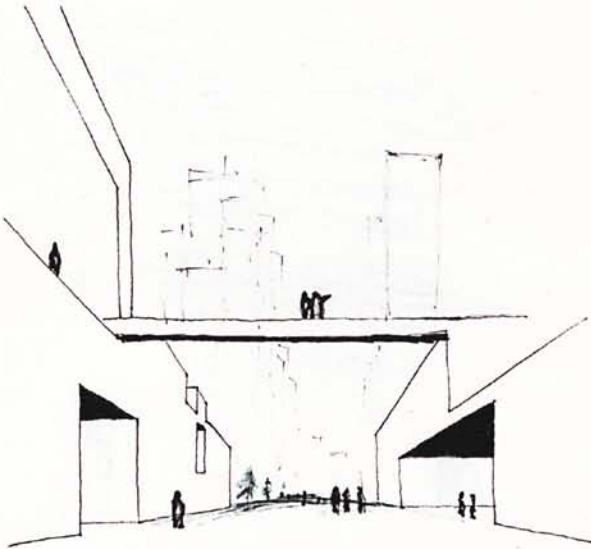
SAI YEUNG CHOI STREET IN MONGKOK

Street Atmosphere

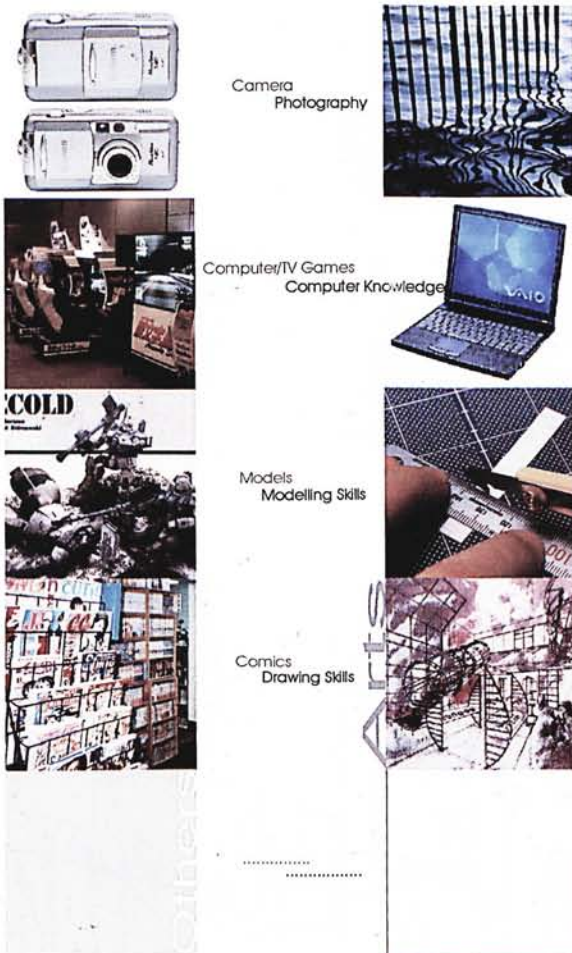
As the atmosphere in streets can enhance the gathering or performance activities, some of its essence can be explored and applied into the design.

This idea is to capture the characteristics and quality of the street rather than to revitalize the function or the use of some existing street.

The circulation function of the street would involve public movement and this can provide opportunities for the interaction between the young people and the community. The place would not only be confined to young people.

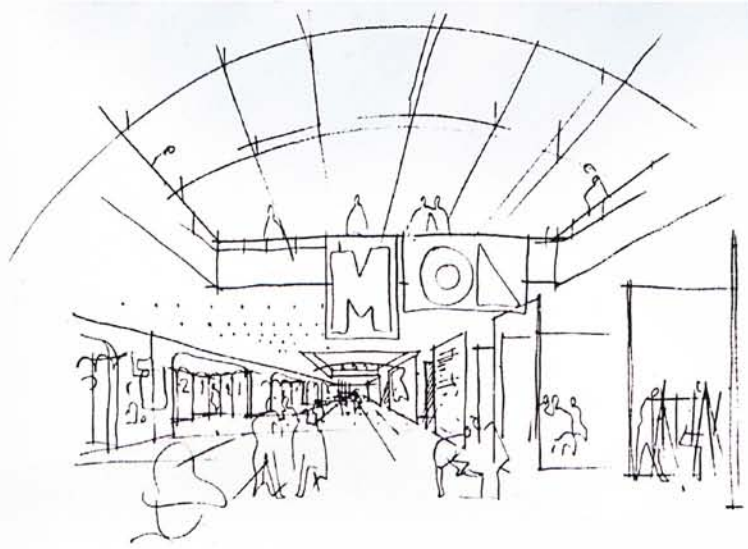


The aim of this thesis is not to relocate or redevelop youth center. An idea of providing an intermix of learning with other activities for the youth is being developed. Learning would become more relaxed and comfortable activity and merge into daily activities of the youth. The new environment would change the routine image of learning and introduce a new definition of it to the youth. The following established objectives are being explored to support the idea.



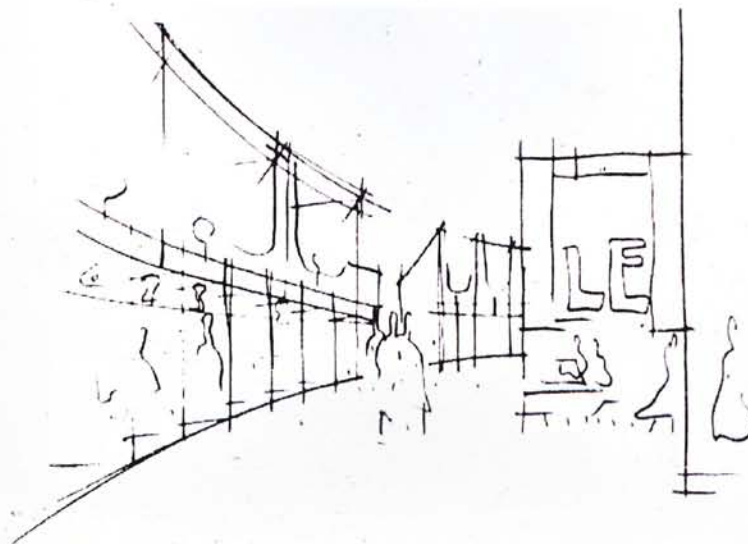
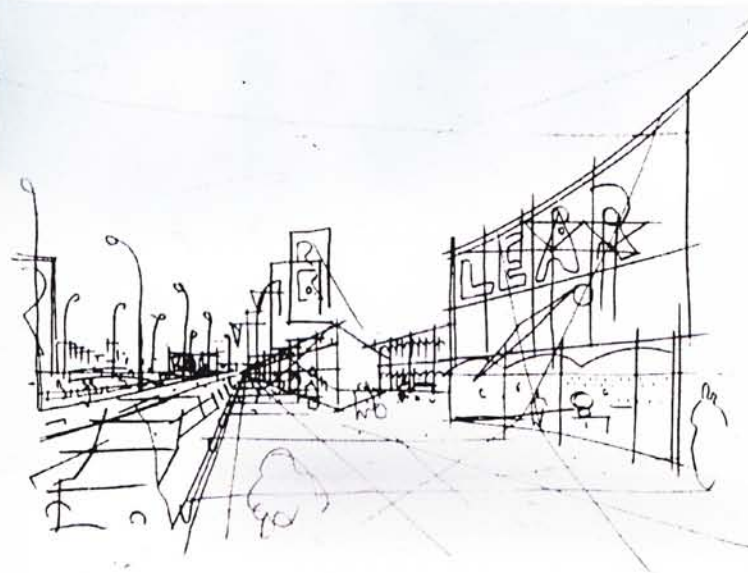
To integrate learning with leisure activities

Learning is different from formal studying or tutoring. Knowledge can be acquired through different types of activities and sharing of ideas. The space connecting the learning and leisure components would provide an alternative opportunity for them to enjoy learning.



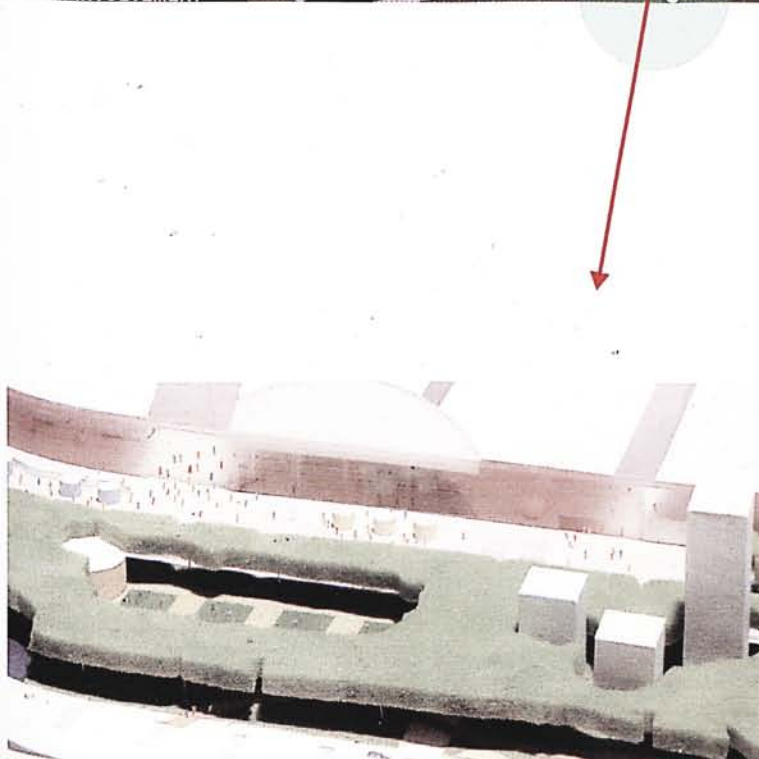
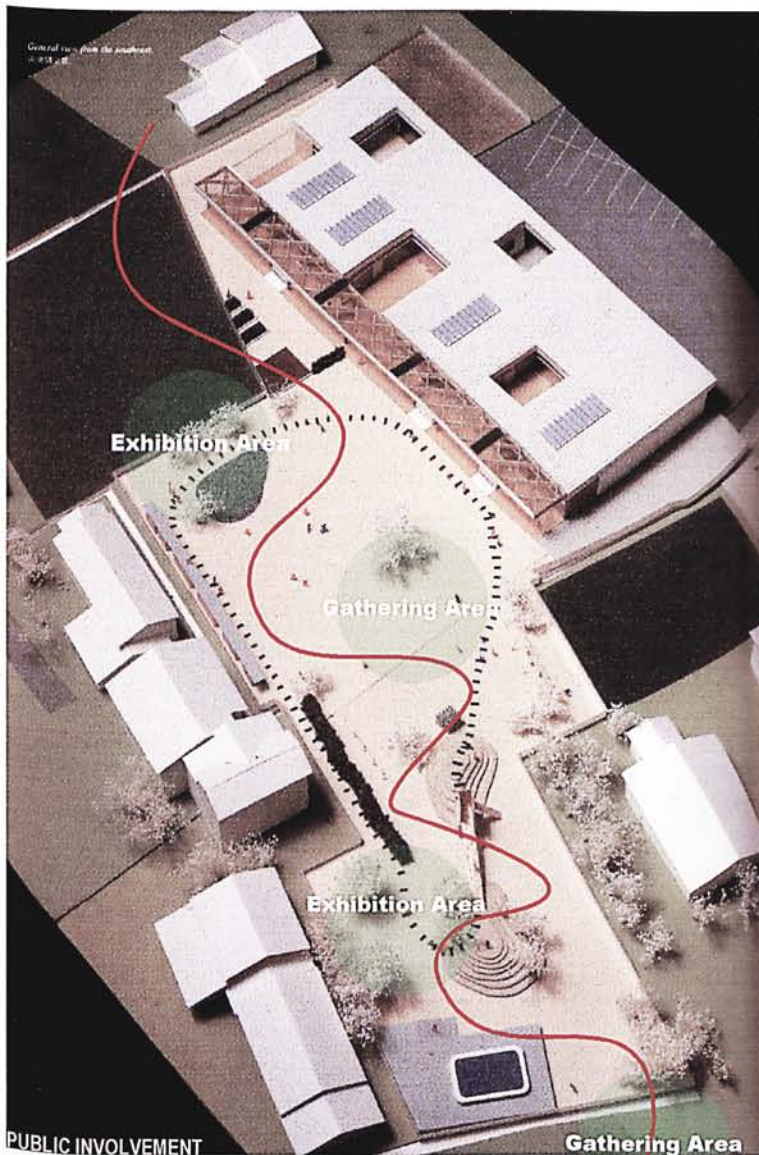
To provide a welcoming environment for learning

The new learning area would integrate with open area and external study area in order to provide relax and comfortable atmosphere. The transition from interior to exterior spaces would be the focused element because it plays an important role in connecting people and enhancing welcoming environment.



To enhance social interaction to the public

This is not a confined place for the youth. Social interaction would involve in this learning area through the participation of the public. External spaces would support performance or exhibition activity which represents ideas and exhibits of the youth. It would also be the communication media for the society to join the whole learning area.



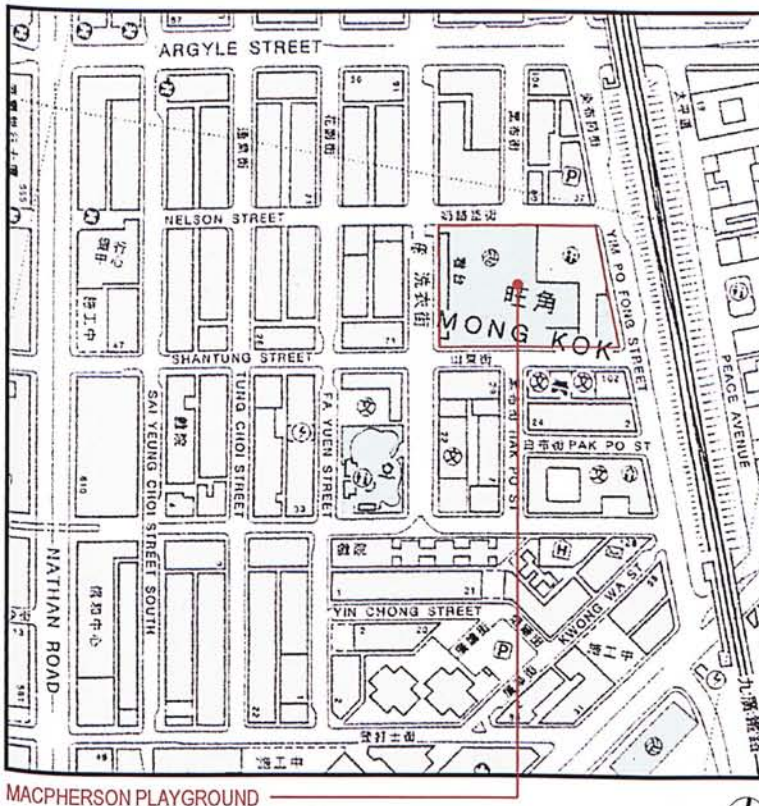
Site Selection

As the target group of the learning place is the youth in Hong Kong, the considerations in selecting the site relates to the popularity of that place to the youth. Mongkok, Tsim Sha Tsui and Causeway Bay are places where the youth are very familiar with and would like to spend their leisure time in this area.

Apart from popularity, quality of space is another consideration. Area with greenery and open space in these districts would be the target sites since it can provide a more relaxing environment for learning and maintain a strong relationship to the daily life activities of the youth in these districts.

2 sites are selected for study,





Macpherson Playground

Mongkok is one of the most popular place for the youth. Many students and young people would like wandering around this area after school or during leisuretime.

Most of the shopping arcades in Mongkok are targeted on young people. Boutiques, Audio and Video Shops, gift shops, etc can all be found in these arcades.

Besides, the street-shops are also favourites places for the youth, like the Sportshoe Street(Fa Yuen Street) and Ladies Street(Tung Choi Street). Part of Sai Yeung Choi Street also only serve for pedestrian during certain time interval due to the huge flow of people.

Macpherson Playground is located in the centre part of Mongkok. It can be easily accessed by public transport of MTR, KCR, public buses or mini-buses. This area is quite open when compare with the There is a youth centre next to this playground

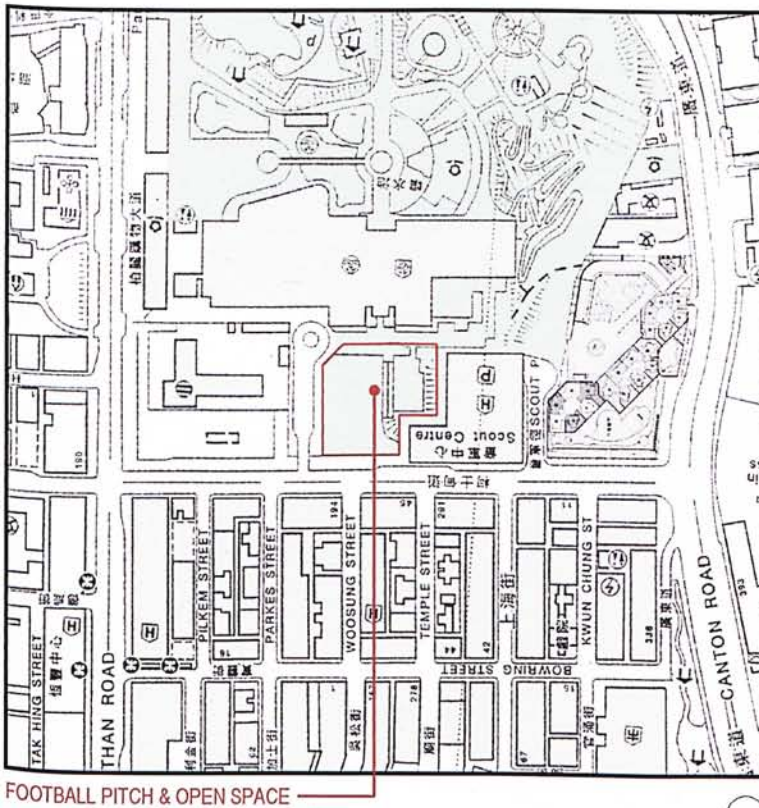
Finally the site was not selected because the quality of the site in Jordan can relates to the idea in a more harmonious way.



MACPHERSON PLAYGROUND



ADJACENT YOUTH CENTRE



Basic Information and Background

The proposed site is located in Austin Road, Jordan. It is part of Kowloon Park and consisted of a mini football pitch and an open area with a total area of about 50m².

The site is located at the north entrance of the Park and is surrounded by the Hong Kong Scout Centre, Yau Tsim District Police Station and the indoor Game Hall of the Park. Yau Tsim District is an popular area to the youth. The Park Lane and the shopping centres along Nathan Road and Canton Road are favourite places for the youth in Tsim Sha Tsui area. The Indoor Game Hall and the swimming pool facilities of Kowloon Park also provides opportunities to enhance youth activities at this site area.

Though the site is located in the urban district, it is not squeezed by the highrise buildings. The with the existing trees and vegetation, the whole area results in a very comfortable and relaxing atmosphere which would support the idea of leisure learning.



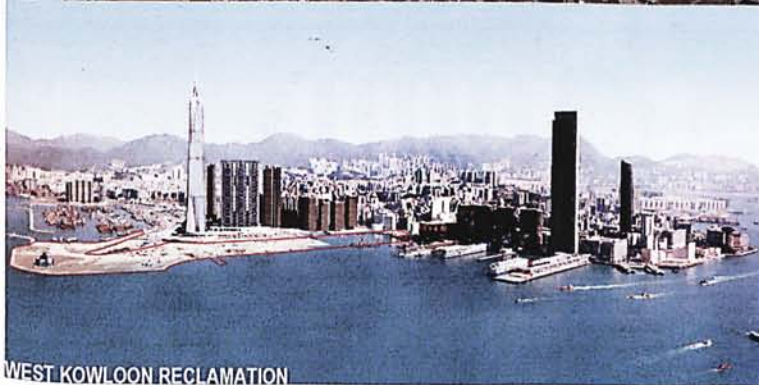
New Development

West Kowloon Reclamation

There will be development of the prominent waterfront site at the southern tip of the West Kowloon Reclamation into an integrated arts, cultural and entertainment district. The intention is to develop Hong Kong into an international centre for culture exchange which would enrich Hong Kong's quality of arts and cultural life.

Apart from this cultural development, other places in the west Kowloon part is also being developed like the residential development around Kowloon Station. This provides great opportunity for the relocation of the football pitch into this new developed area.

Since the site is located between this area and the central part of Tsim Sha Tsui, this would increase the amount of flow of people which actually enhance people passing the site area as well as the social interaction and gathering.



The Victoria Tower

The Victoria Tower is a new residential development near the site. There are 3 towers of 60 storeys high and provide 988 flat units. Because of height, it would be one of the landmark in this area. Public transport at Nathan Road would be the main transportation for the new residents and this would also increase the flow of people across the site area.

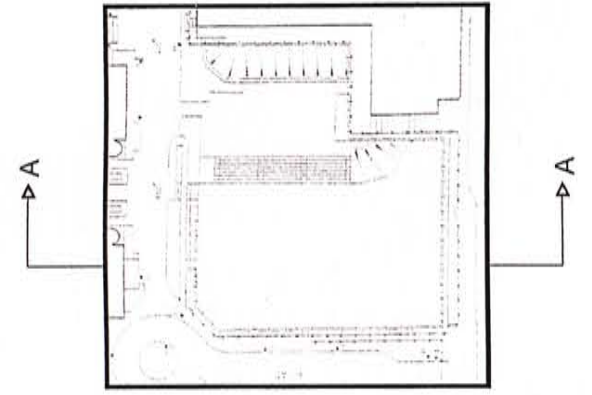


HONG KONG SCOUT CENTRE

KOWLOON PARK

AUSTIN ROAD

Football Pitch



SITE SECTION A-A

Access

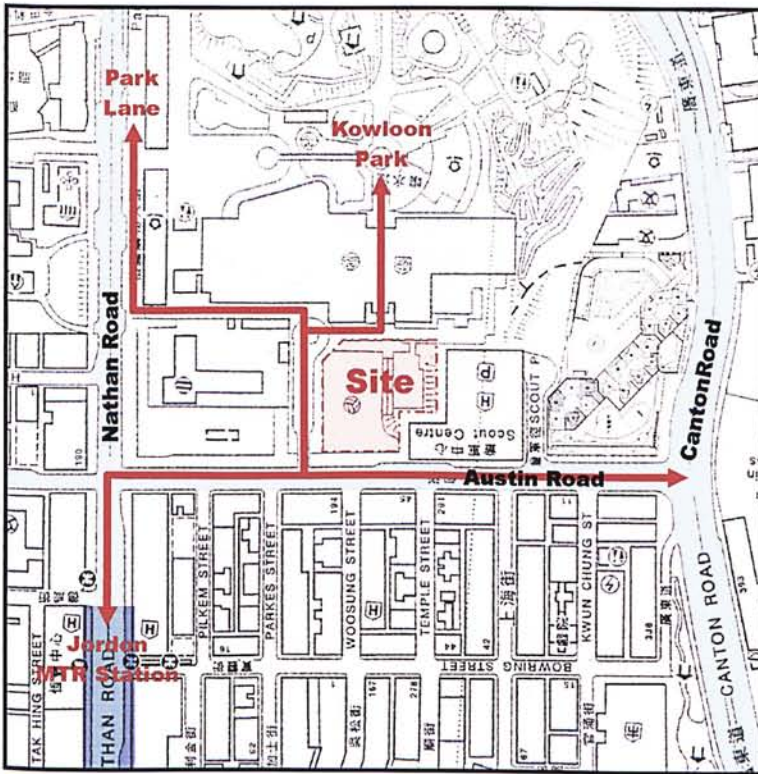
Pedestrians

People can access the site by MTR alighting at Jordan Station or public buses as there are quite a large number of bus lanes along both Nathan Road and Canton Road.

Besides, people can also access from the indoor game hall of Kowloon Park as the site is the north entrance of the Park.

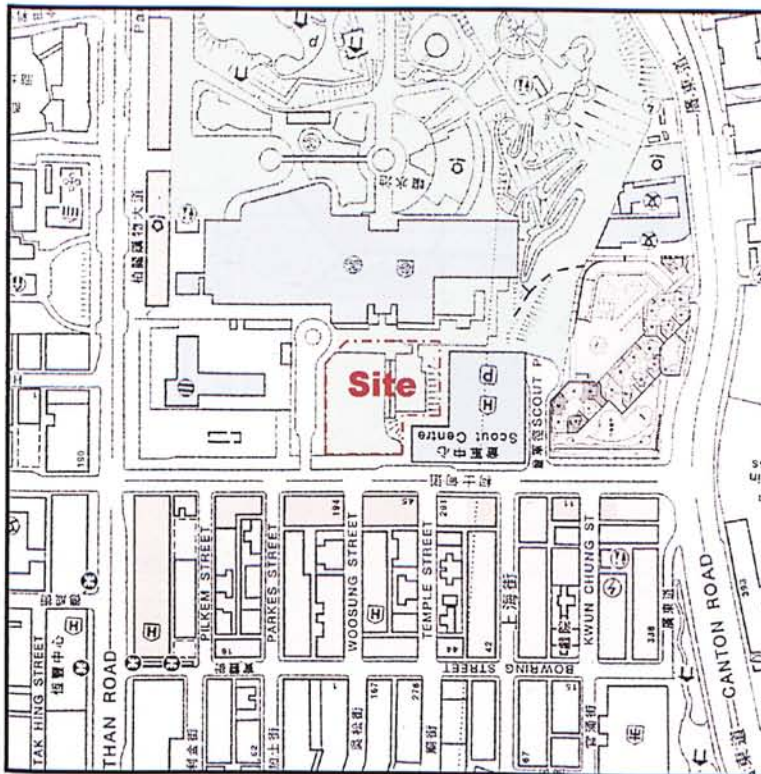
Vehicles

Austin Road is the only road connecting the site. And most vehicles access Austin Road from Nathan Road and Canton Road.



1





Zoning



Residential & Commercial Building

The northern side of the site is a cluster of residential and commercial buildings of about 15-20 storeys. The Victoria Tower located on the western side, however, is a new residential development of 60 storey high.



Public Building

The other 3 sides of the site are all surrounded by public building, including the Hong Kong Scout Centre, Indoor Game Hall of Kowloon Park and Yau Tsim District Police Headquarters and Tsim Sha Tsui Divisional Police Station.



Open Space

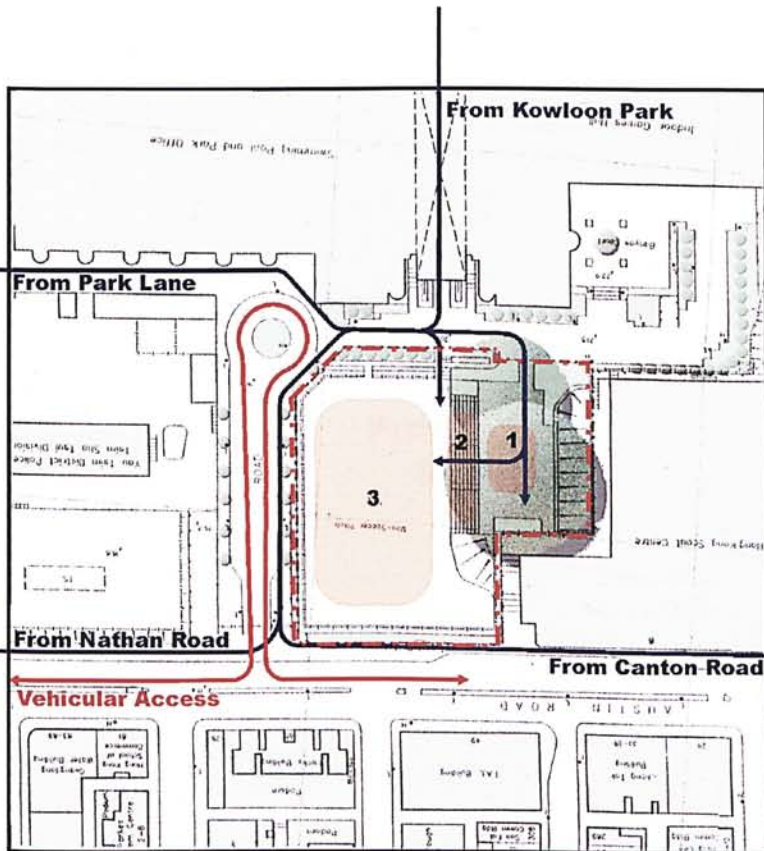
The southern side of the site is Kowloon Park which provides greenery space and no visual barrier.



Circulation

There is no direct access to the site from Austin Road. People from Austin Road have to go up the ramp the entrance of the indoor game hall before entering either the football pitch or the open space.

Vehicles can access the site through the ramp connecting Austin Road and indoor game hall of the Park.



1

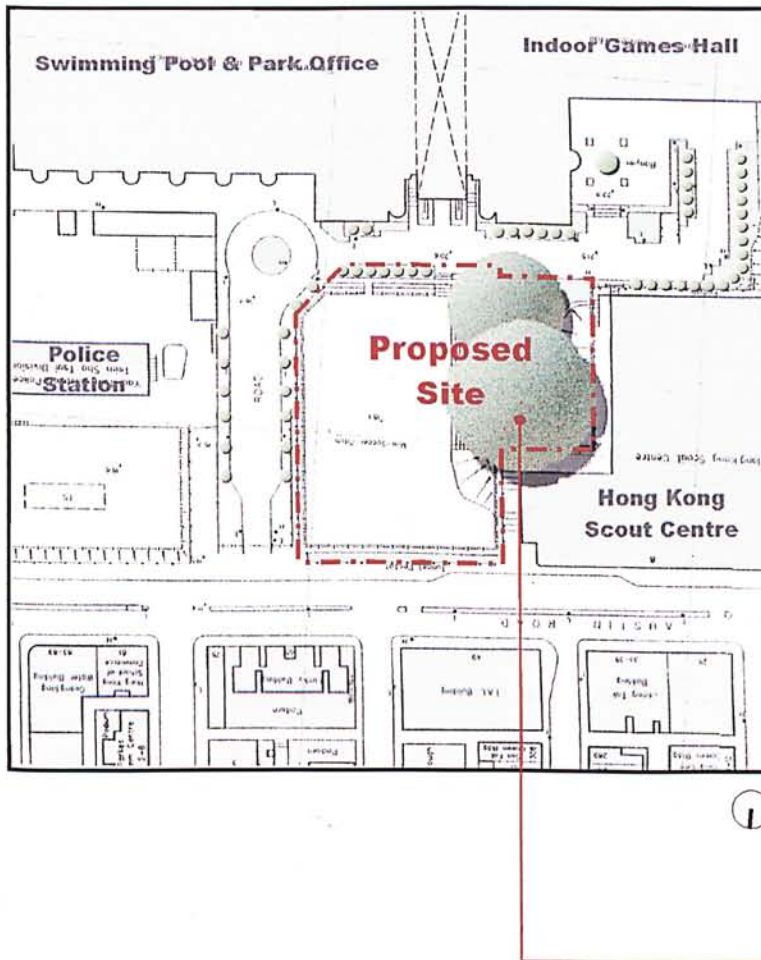


Activities

The pitch is usually occupied by the public to hold football matches from afternoon time till the evening especially in the weekends.

The adjacent open area is easily recognised by the large old trees and occupied mostly by old people for gathering and resting.

The stair stage connecting these 2 places are also occupied by people for gathering and watching the football matches.



Vegetation

The 2 very large and old Banyan in the open area is a node in this area. It covers nearly the whole open space including the stair stage and provide shelter space for people gathering and watching football matches.

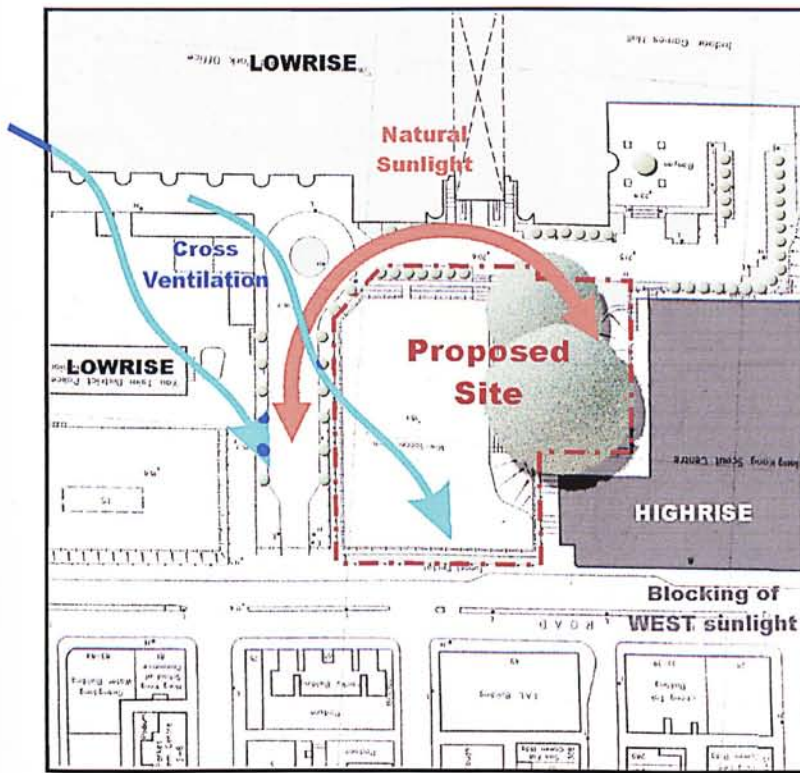
Together with other existing trees and greenery, the whole area results in a very comfortable and relaxing atmosphere which would support and enhance the idea of leisure learning.

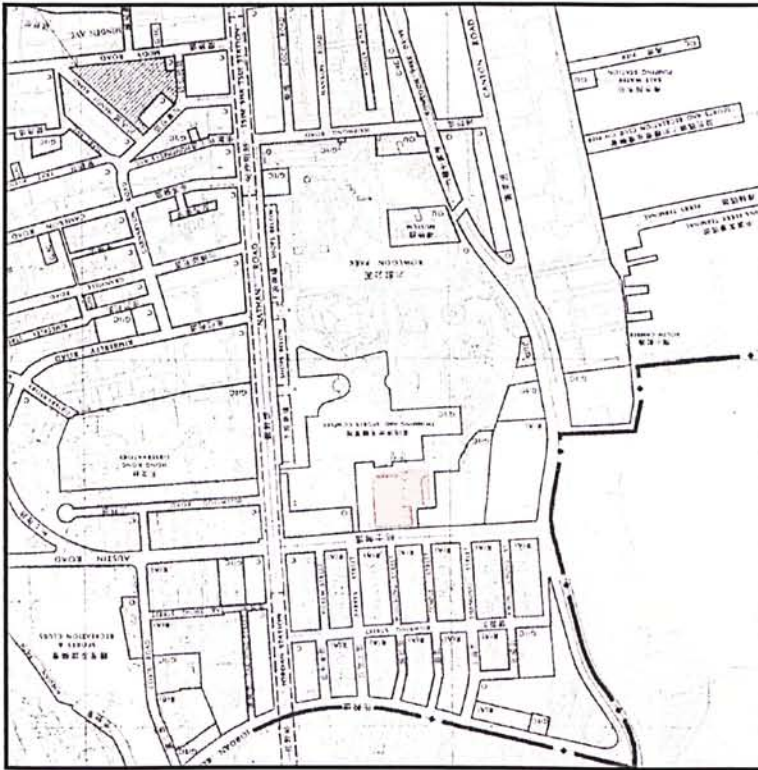


Natural Lighting & Ventilation

The lowrise police station and Indoor Game Hall allows natural sunlight penetration and natural ventilation across the site during summer time.

The 25-storey high Hong Kong Scout Centre prevents the site from the west low angle sunlight and northern residential blocks also screen the north prevailing wind during winter time.





OUTLINE ZONING PLAN

Evaluation

In the existing condition, there is only limited access to the site from one direction and the level of the football pitch also creates physical barrier to the site. Considerations in excavating part of the pitch and providing alternative access to the site would be the first approach to the site.

Besides, the existing greenery especially the Banyan trees actually form the valuable part of the site and would be preserved and being integrated into the complex.

Open space would be considered as the linkage between different spaces and playing an important role in this complex as it has the contribution to creating the welcoming environment. According the Outline Zoning Plan, the site is used as open space. Though there would be complex building on top of it, greenery and open space is also the main component of it.

Leisure-Leaning Space

This space is consisted of 2 components which are the leisure and learning areas.

The leisure area would have promotional commercial service which may involve company to display or sell its goods. Its corresponding learning area which located adjacent to it would serve for providing knowledge or skills related to the specific subjects.

Information Domain Space

This space mainly provide updated information of social trend, career, entertainment and as well as audio and video news. There is access for internet and various databases though computer networks.

Office Space/Administration

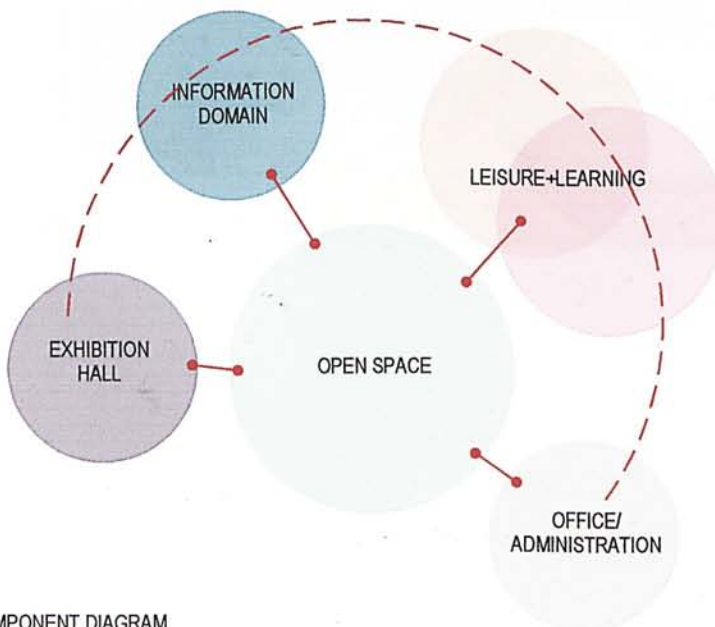
Apart from serving as necessary administration works, this space mainly serve as management office area of the company or organization which have their counter or booth in the leisure-learning space.

Exhibition Hall

This is a large scale gathering room which can support exhibition activities or international youth events. Function would also be available for small group gathering or small scale gathering.

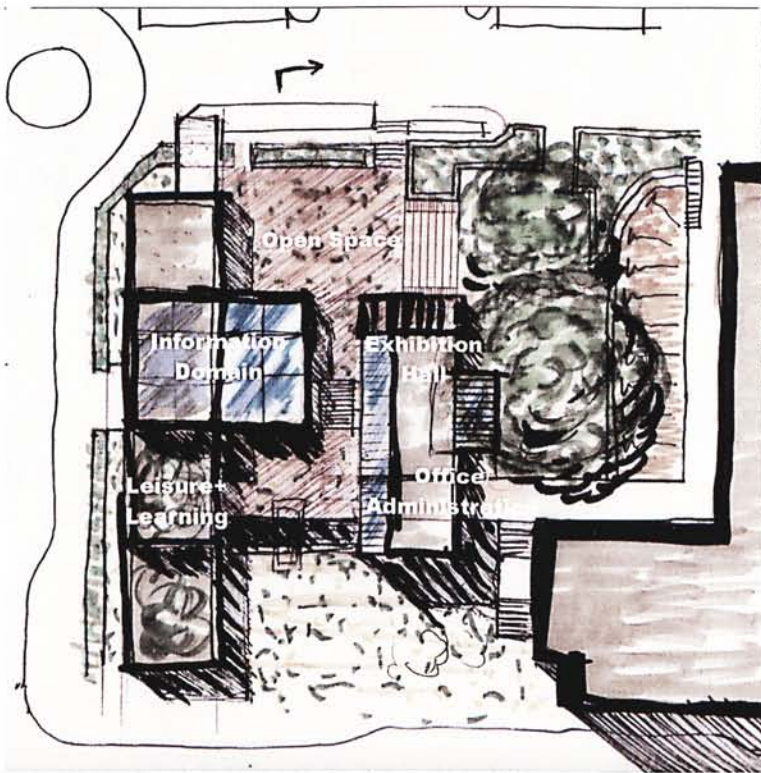
Open Space

It serves as both the connection media for the above components and the gathering area. Some of the space would also support some external exhibition and performance activities.



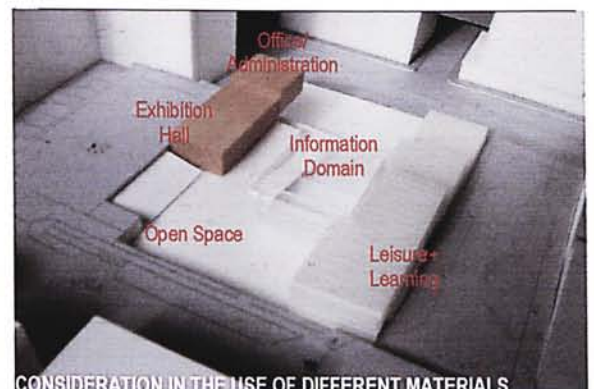
COMPONENT DIAGRAM

Design Component



Open area is the main connection media for the components in this complex. Different service zone are also connected internally as the facilities are inter-related and this arrangement enhance them to support each other.

As each space has its specific function, different use of material would be considered in each area in order to reflect the unique emphasis of each space and also response to the existing environment. Eg. The part that adjacent to the open area would be considered the use of timber which can connect the building with the landscape in a more harmonious way.

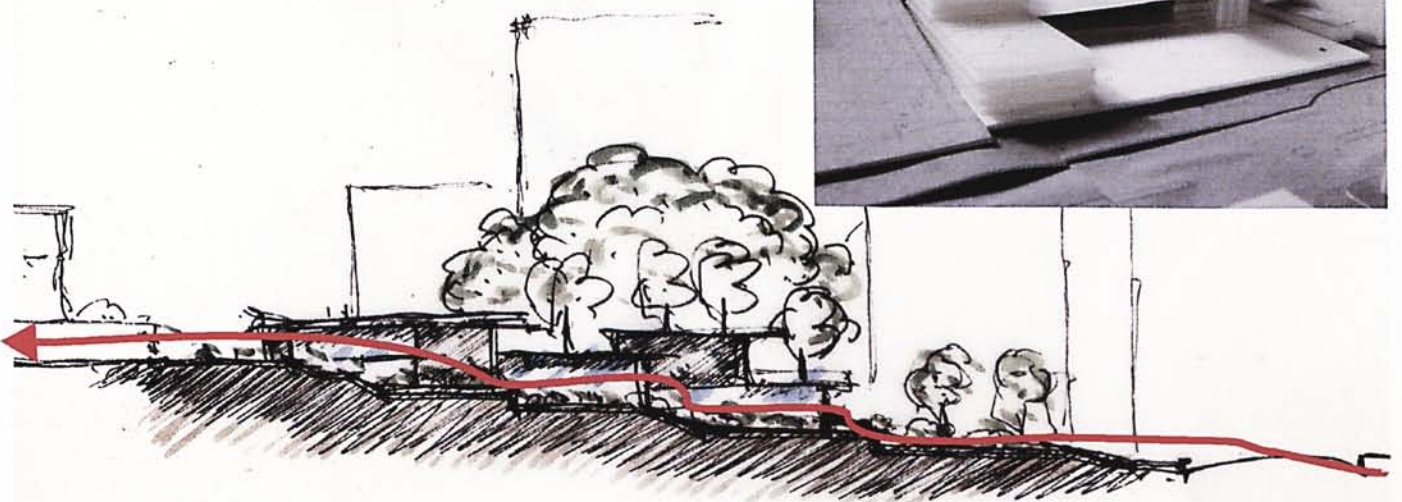
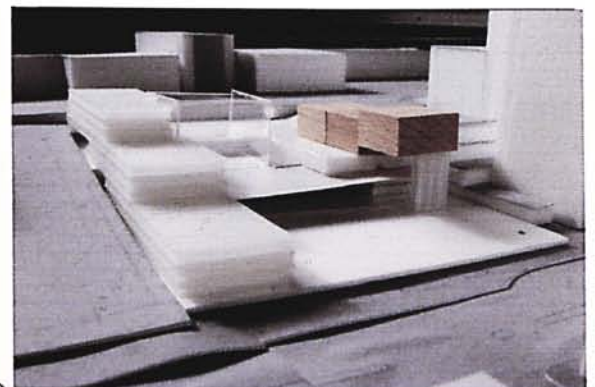


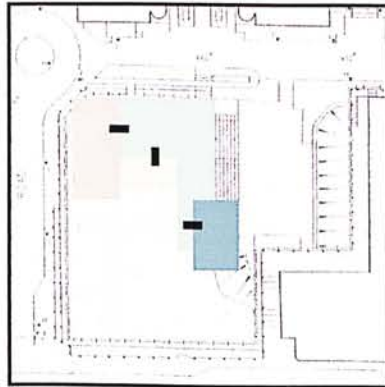
CONSIDERATION IN THE USE OF DIFFERENT MATERIALS

The level of the mini football pitch is about 9m above Austin Road. Part of this area would be cut off to form an alternative pathway connecting up to the entrance of the Kowloon Park.

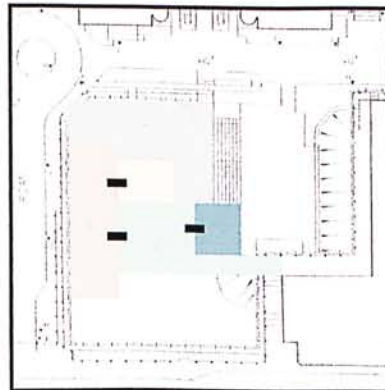
There would be open spaces connecting facilities at different levels along this path. This creates a street-like atmosphere with learning space and supporting facilities on both sides. This path would serve as both youth and public gathering space and circulation which enhances social interaction.

Apart from the existing entrance of the site, people can hence access the site directly from Austin Road and the adjacent ramp.

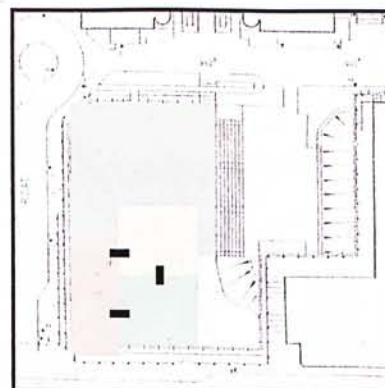




+18.0



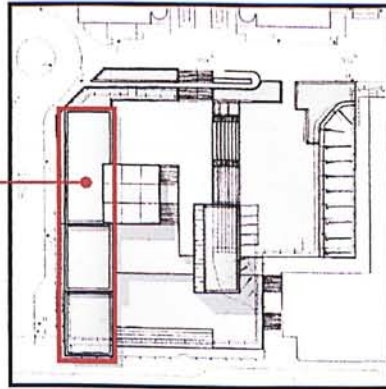
+14.0



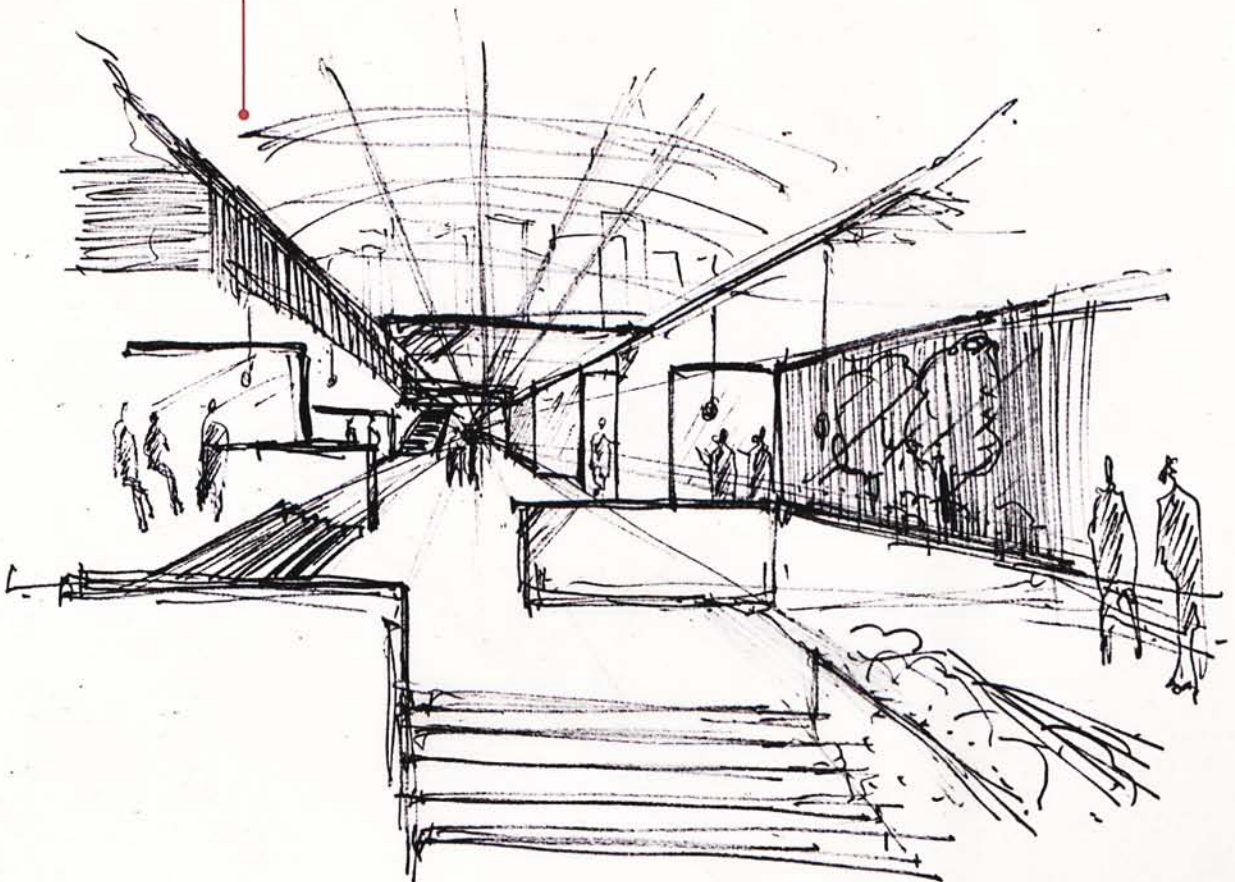
+10.0

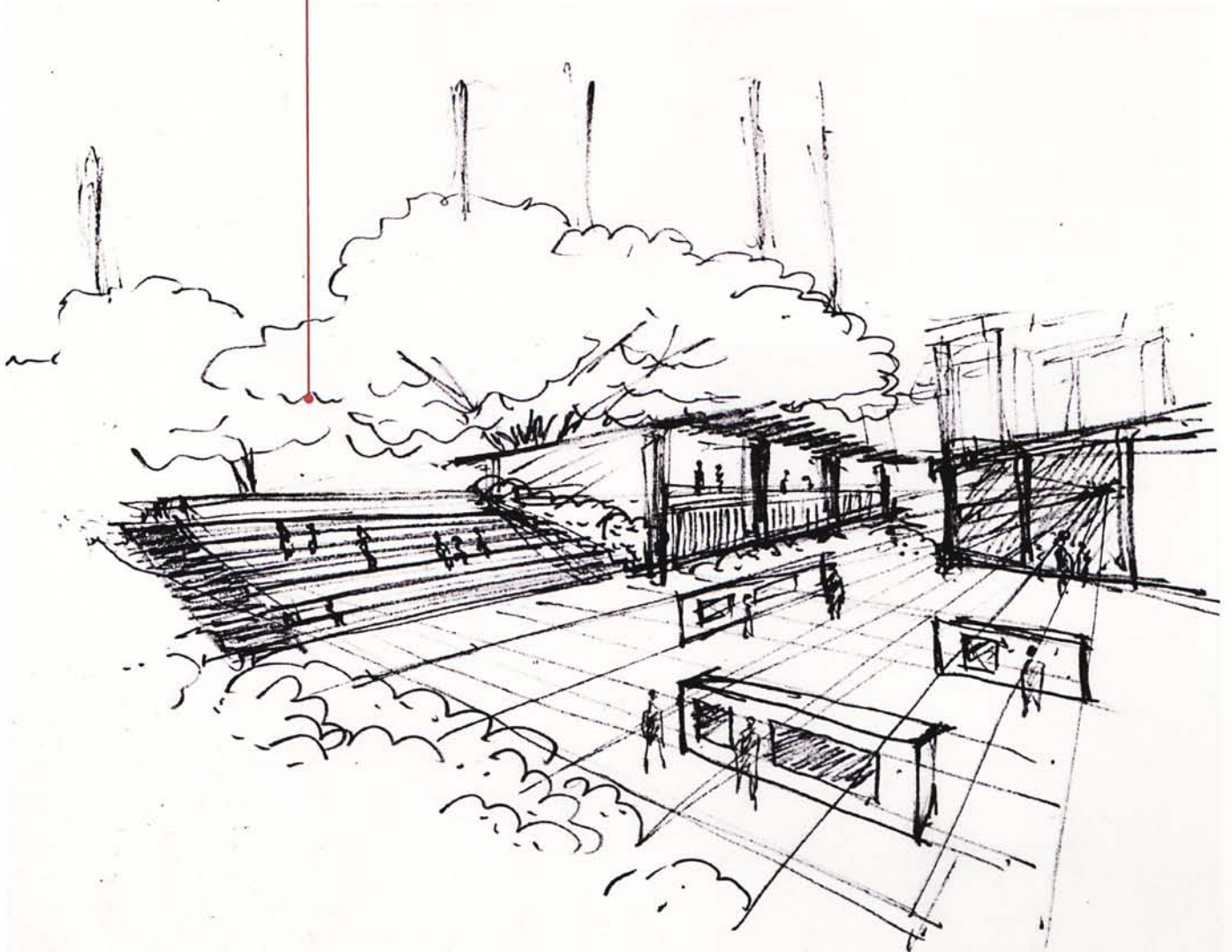
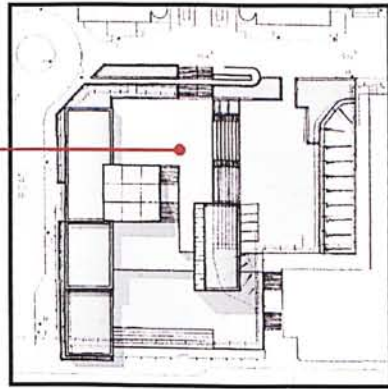
Open Space
Leisure-Learning Space
Information Centre
Administration/Meeting Room
Existing Land

Leisure Learning Space

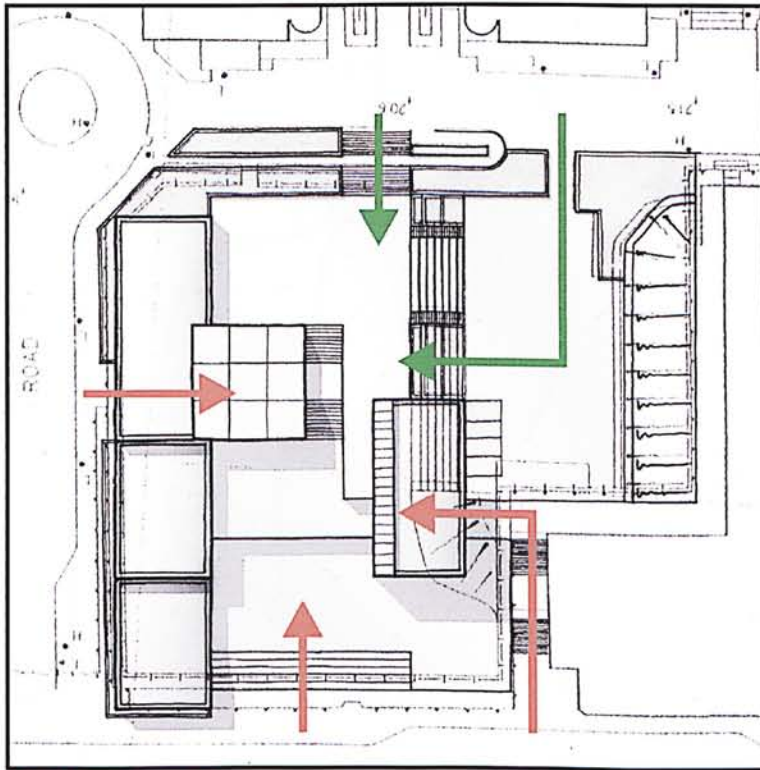


The Leisure-Learning Intermix is the main theme in this thesis. This space would be defined only by soft elements like partitions or planting instead of classrooms. This free plan organization can increase the flexibility in the use of space and also creates a more friendly and welcoming atmosphere as it breaks through the concrete wall image of a classroom.





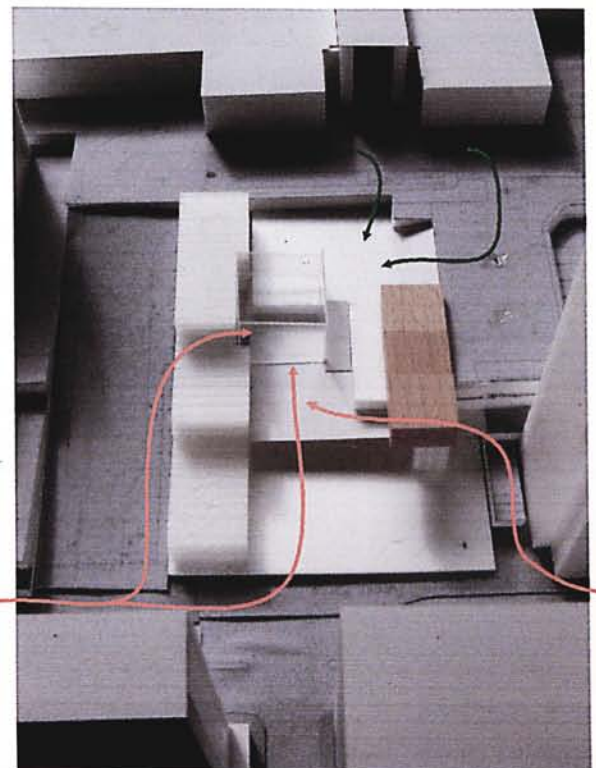
Access

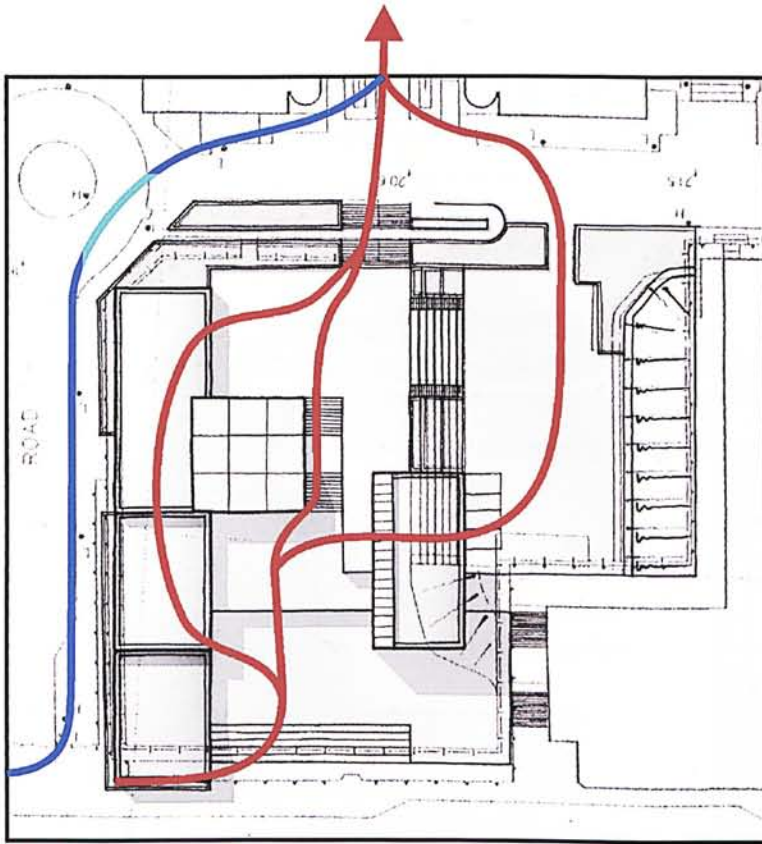


NEW ACCESS →
OLD ACCESS →

In the existing condition, the site can only access at the entrance area of the Indoor Game Hall of the Kowloon park. This creates inconvenience for people from the direction of Austin Road.

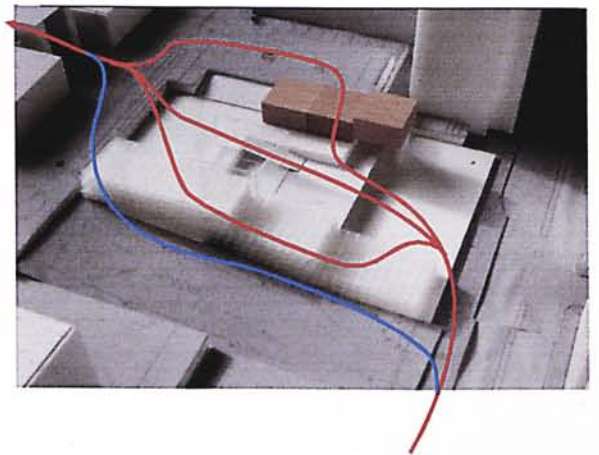
The design enhance people to go into the site from various entrance including the staircase near the Hong Kong Scout Centre. This staircase only leads to an dead end in existing condition.

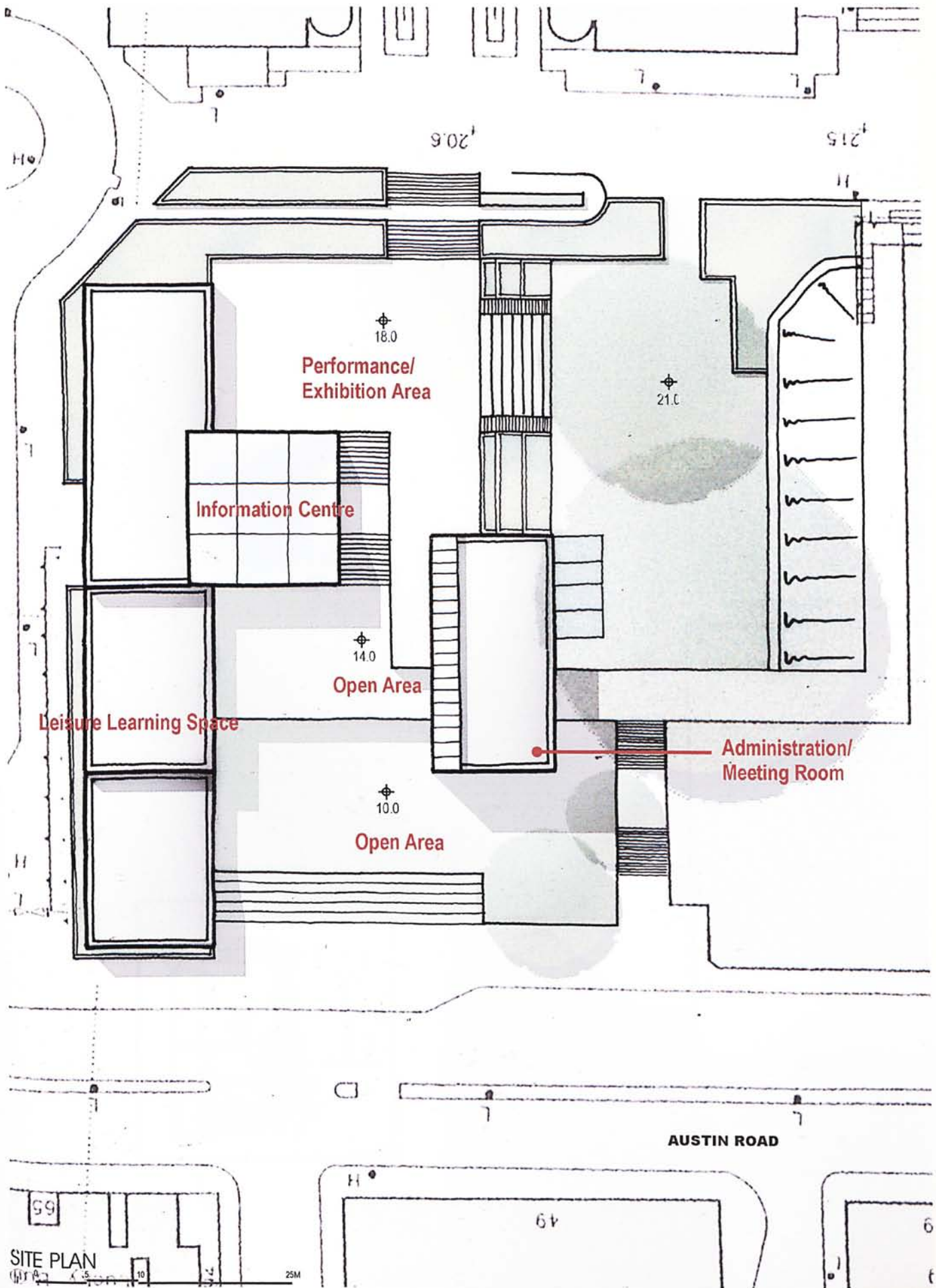


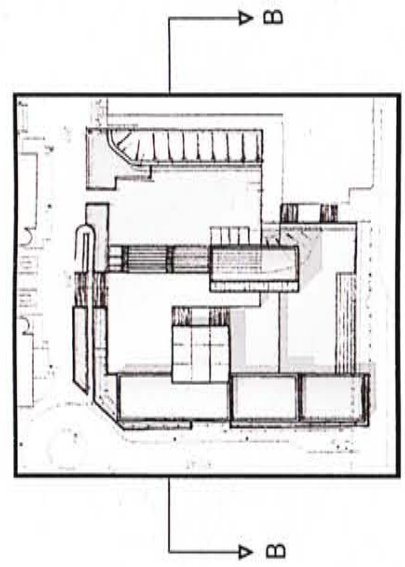


NEW CIRCULATION →
OLD CIRCULATION →

An alternative circulation path is introduced through the complex to enhance the interaction of people. This allows public to notice and understand the youth learning process. When compared with the old circulation pattern, the new path provides more spatial experience for people both going up and down the slope since there is interlocking of internal space with open area.







HONG KONG SCOUT CENTRE



RAMP

21.0

Administration/Meeting Room

Information Centre

Leisure Learning Space

SITE SECTION B-B
0 5 10 25M

HONG KONG SCOUT CENTRE

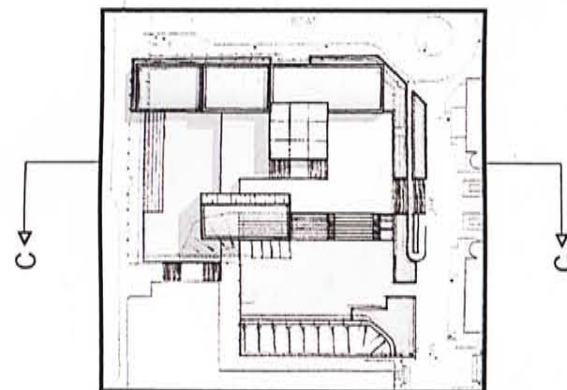
KOWLOON PARK

AUSTIN ROAD

Performance/
Exhibition Area

Information Centre

Open Area



SITE SECTION C-C

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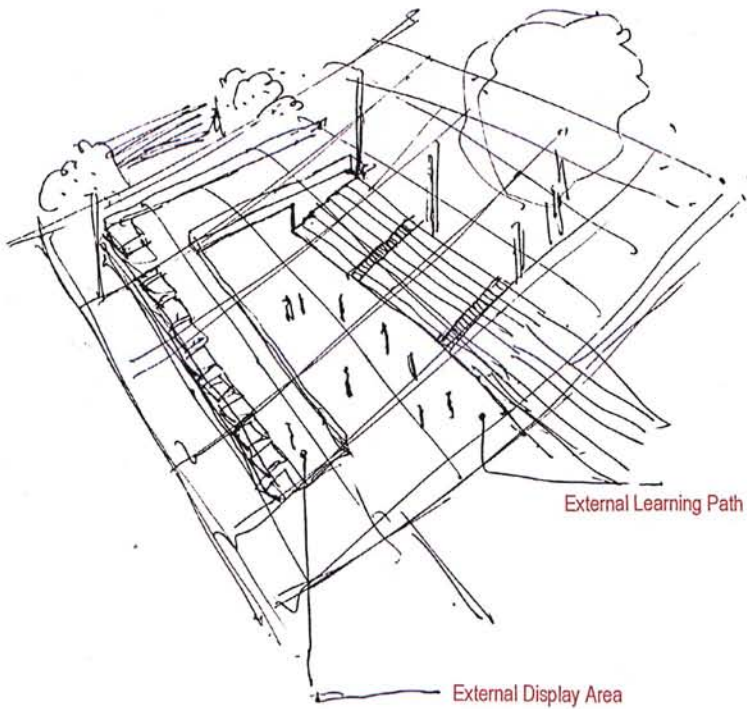
25M

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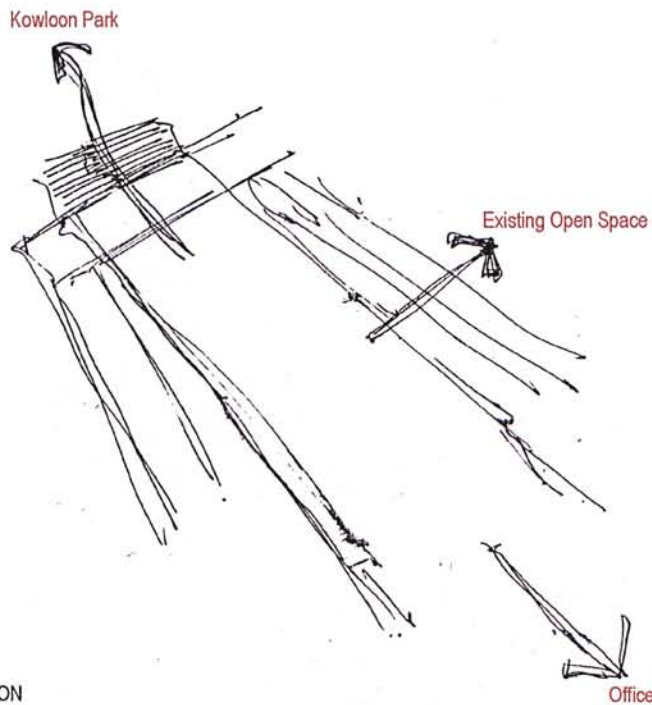
External Workshops

An idea of external workshop path is introduced into the site. It locates directly in front of the entrance of Kowloon Park and serves as both circulation path and place for setting up of temporary booth structure.

This idea allows learning to take place in a street-like atmosphere. There is easy moving in and out activities and this enhances the social involvement into this environment.



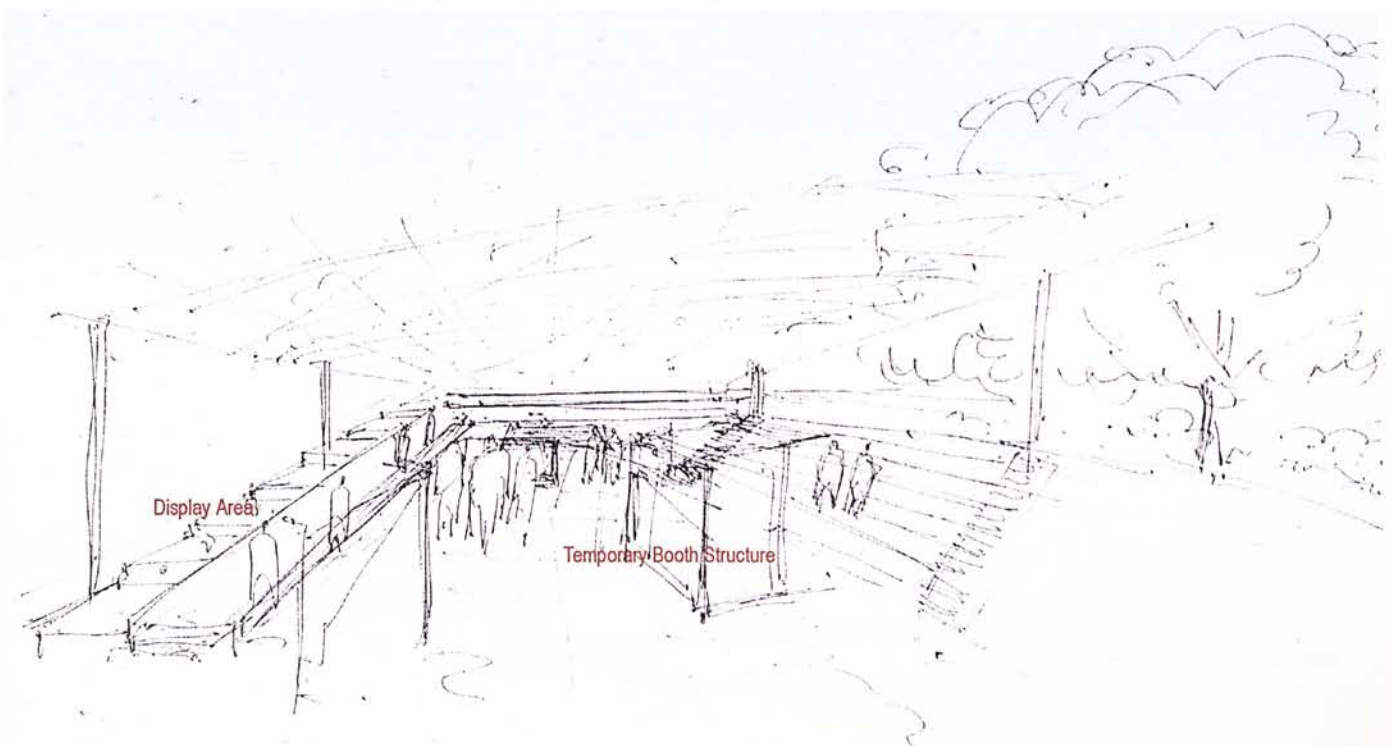
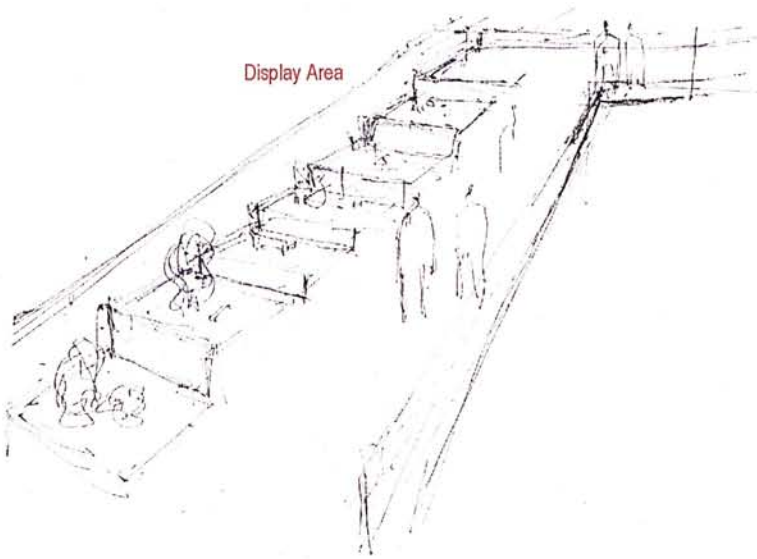
EXTERNAL LEARNING ENVIRONMENT

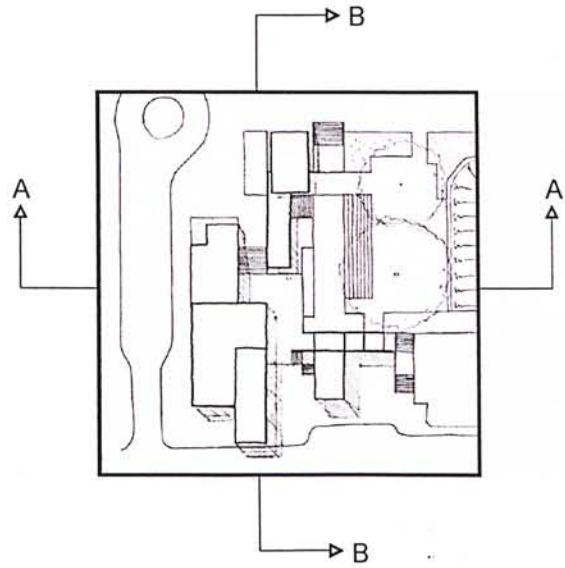


CONNECTION

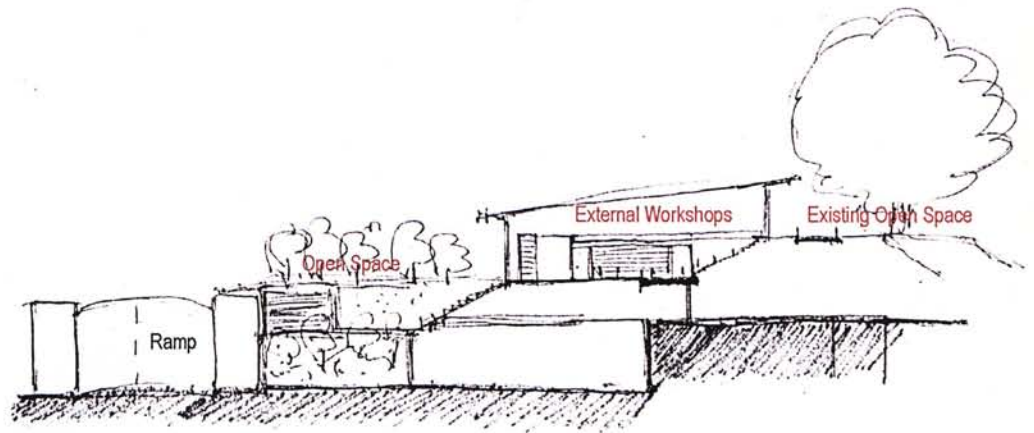
External Display Area

Open spaces at different levels in the site provide opportunities for the display of works done by young people through the learning workshops.





SCHEMATIC SECTION A-A



Exhibition Gallery

External Workshops

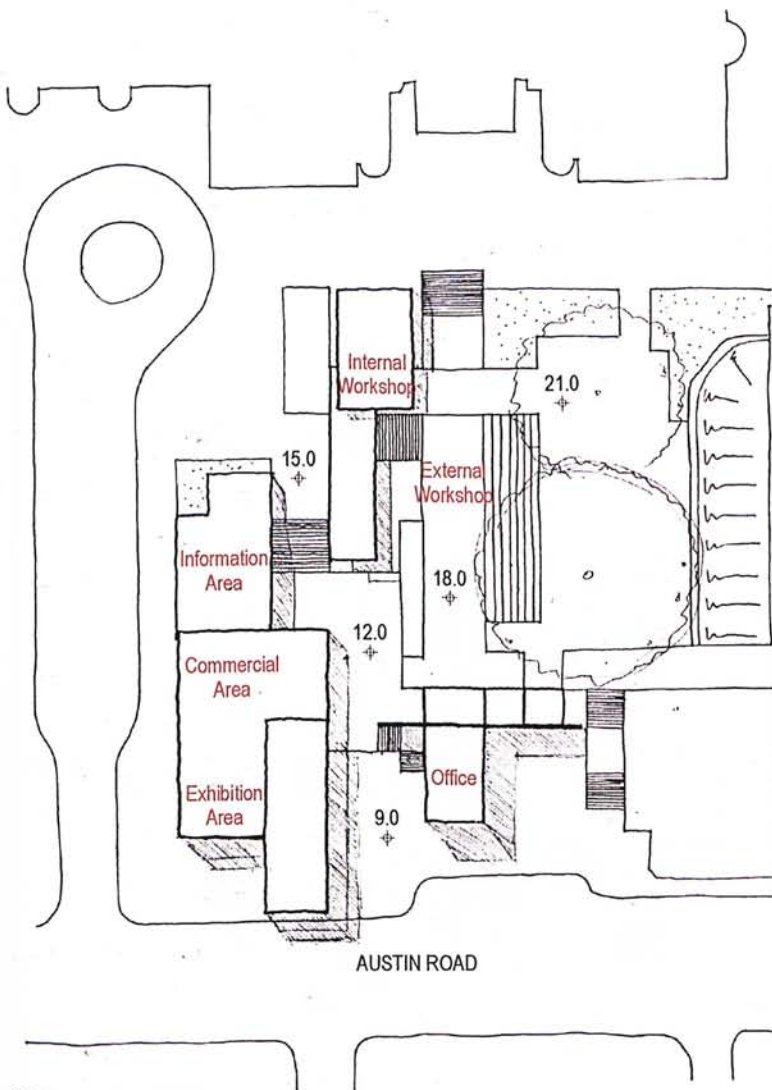
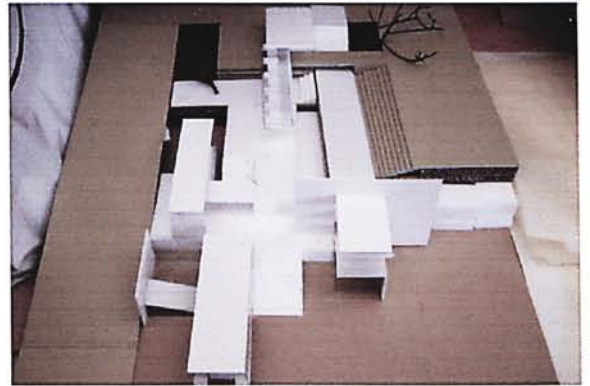
Office/Administration

Austin Road

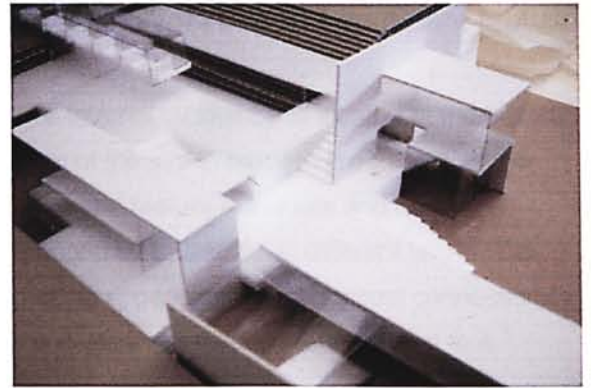
Exhibition Space

Reception

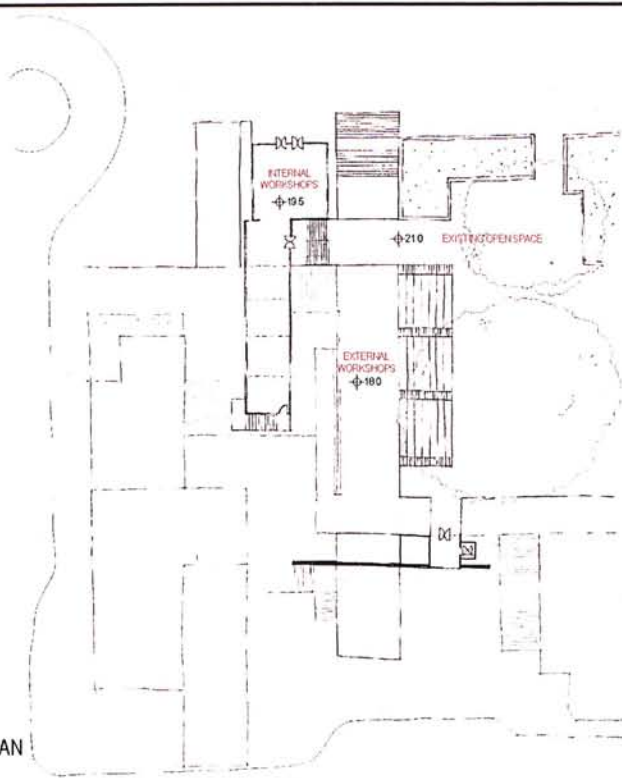
SCHEMATIC SECTION B-B



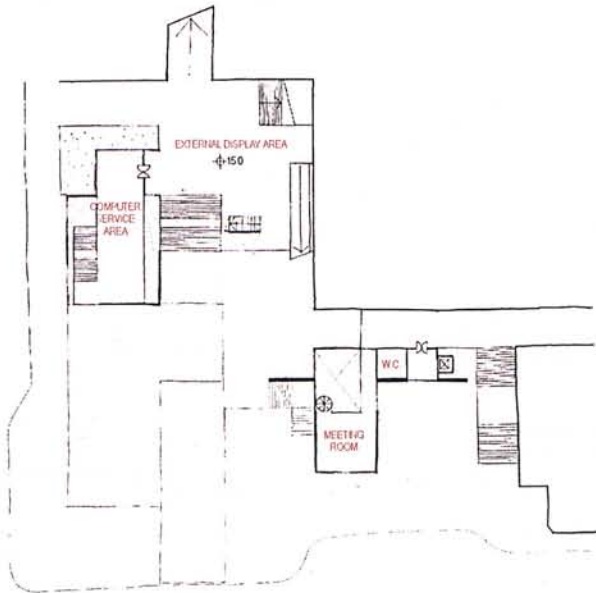
SCHEMATIC LAYOUT PLAN



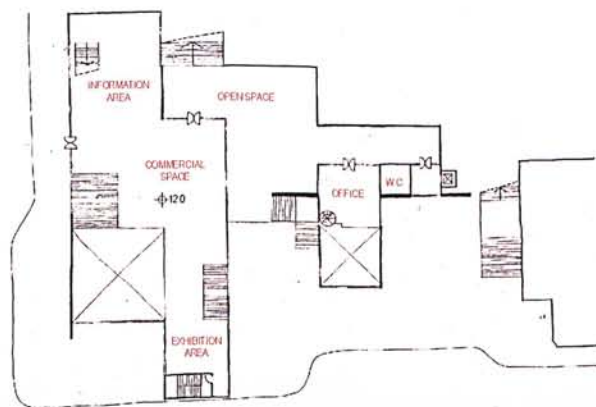
2/F & 3/F PLAN



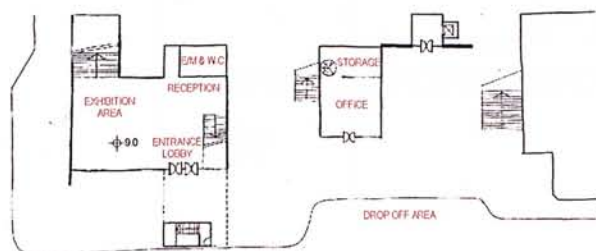
2/F PLAN



1/F PLAN

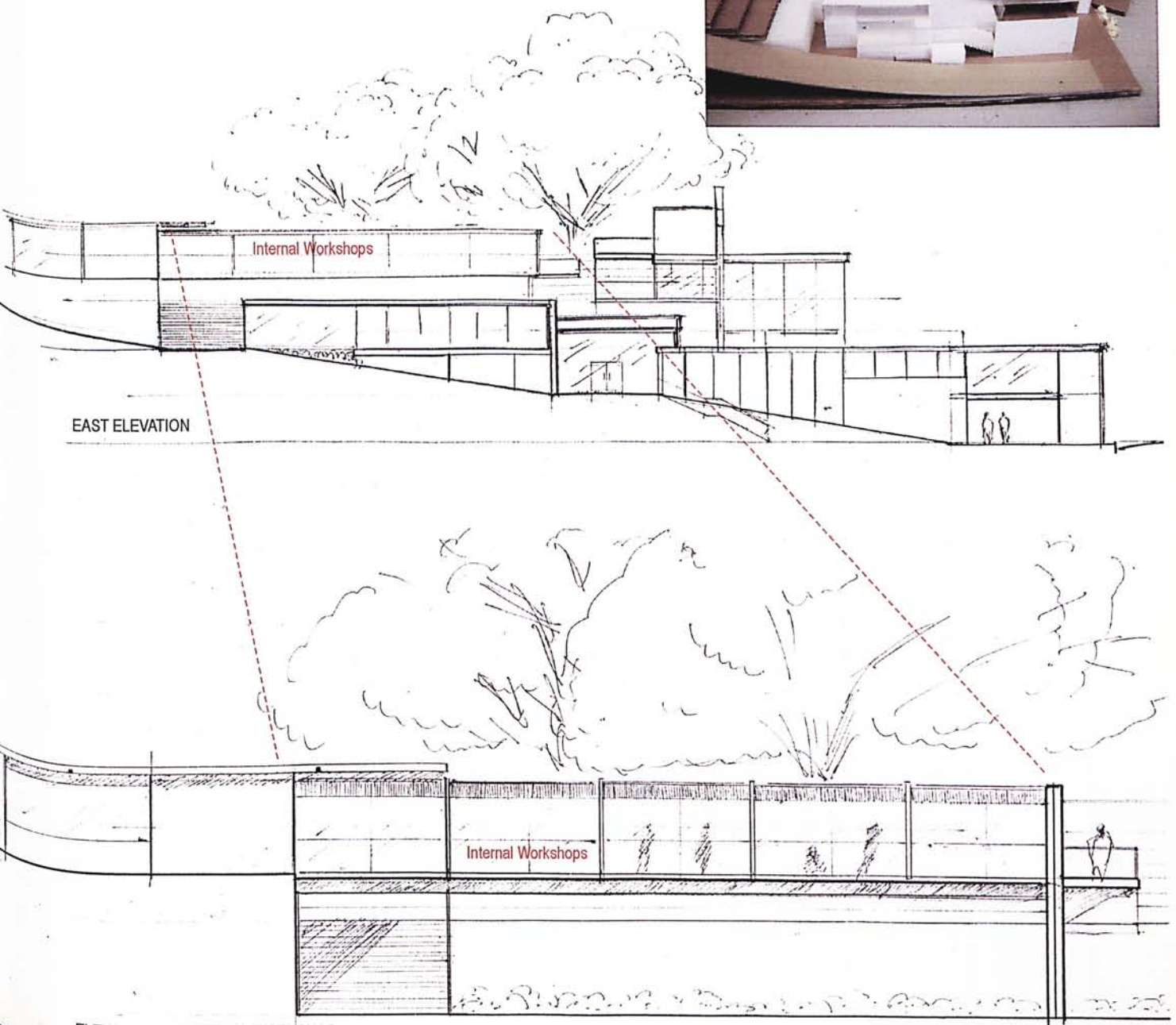
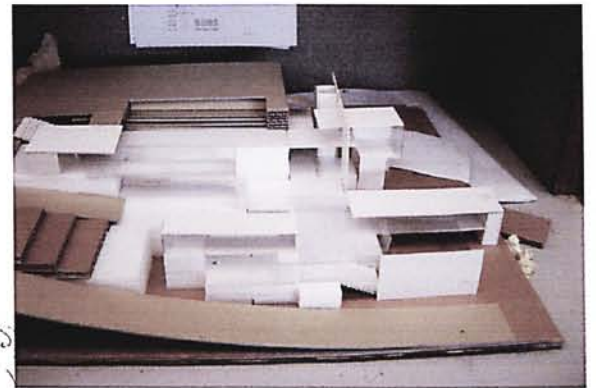


G/F PLAN



Internal Workshops | dominant feature

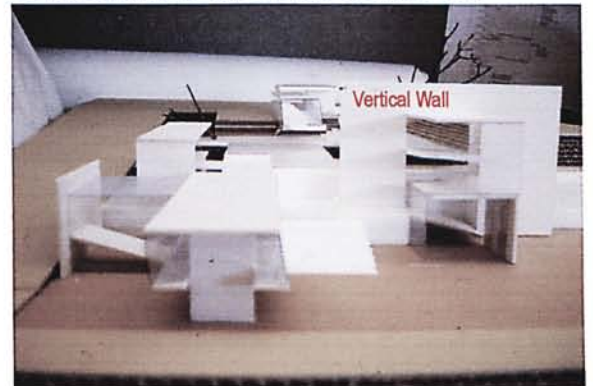
The Internal Workshop is located at the highest level of the site in order to create this as the dominant feature in the site and easily recognized by people at different levels. The glazing appearance allows visual connection to the external workshops located next to it.



ELEVATION OF INTERNAL WORKSHOP

Vertical Walls

Vertical walls are emphases in the design to serve as both structural and architectural purposes. For the office building block, a dominant wall structure is integrated to it in order to serve as a visual barrier from the external workshops to the commercial and residential buildings along Austin Road.

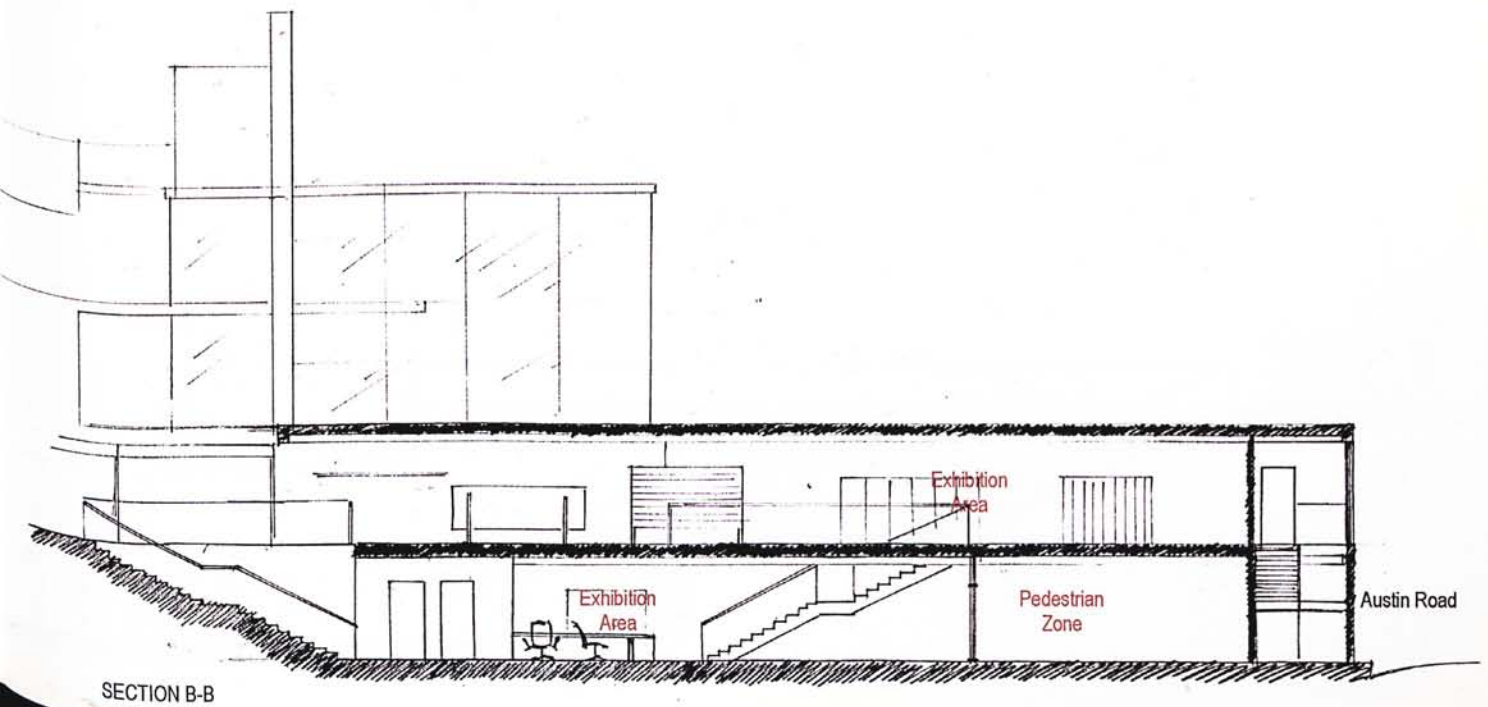
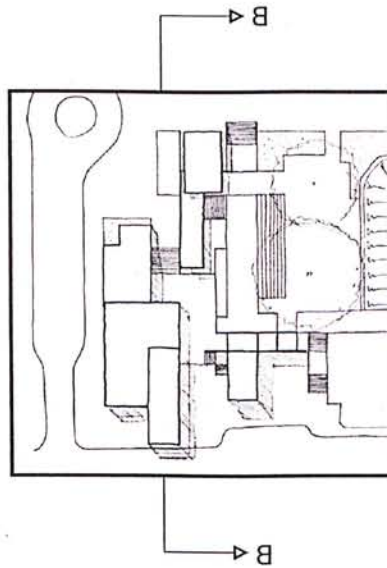


NORTH PARTIAL ELEVATION

Floating Exhibition Volume

The exhibition volume crosses above the pedestrian zone and marks the main entrance (underneath this volume) of the site.

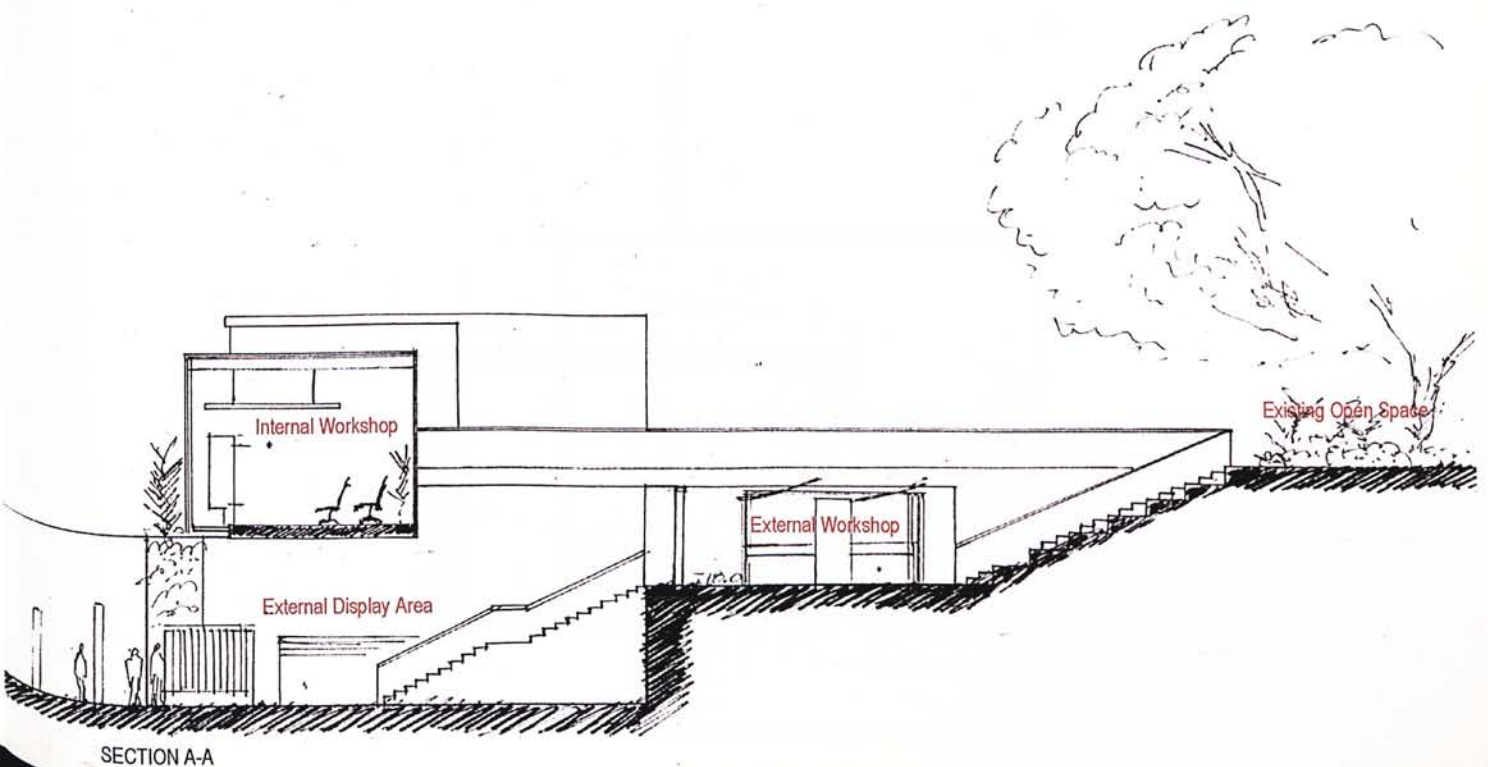
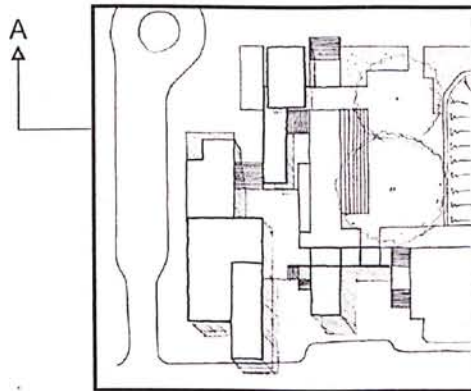
This floating idea allows people to look at the exhibition space from the pedestrian level and attracts them join the place.



Section

Workshops & Display Area

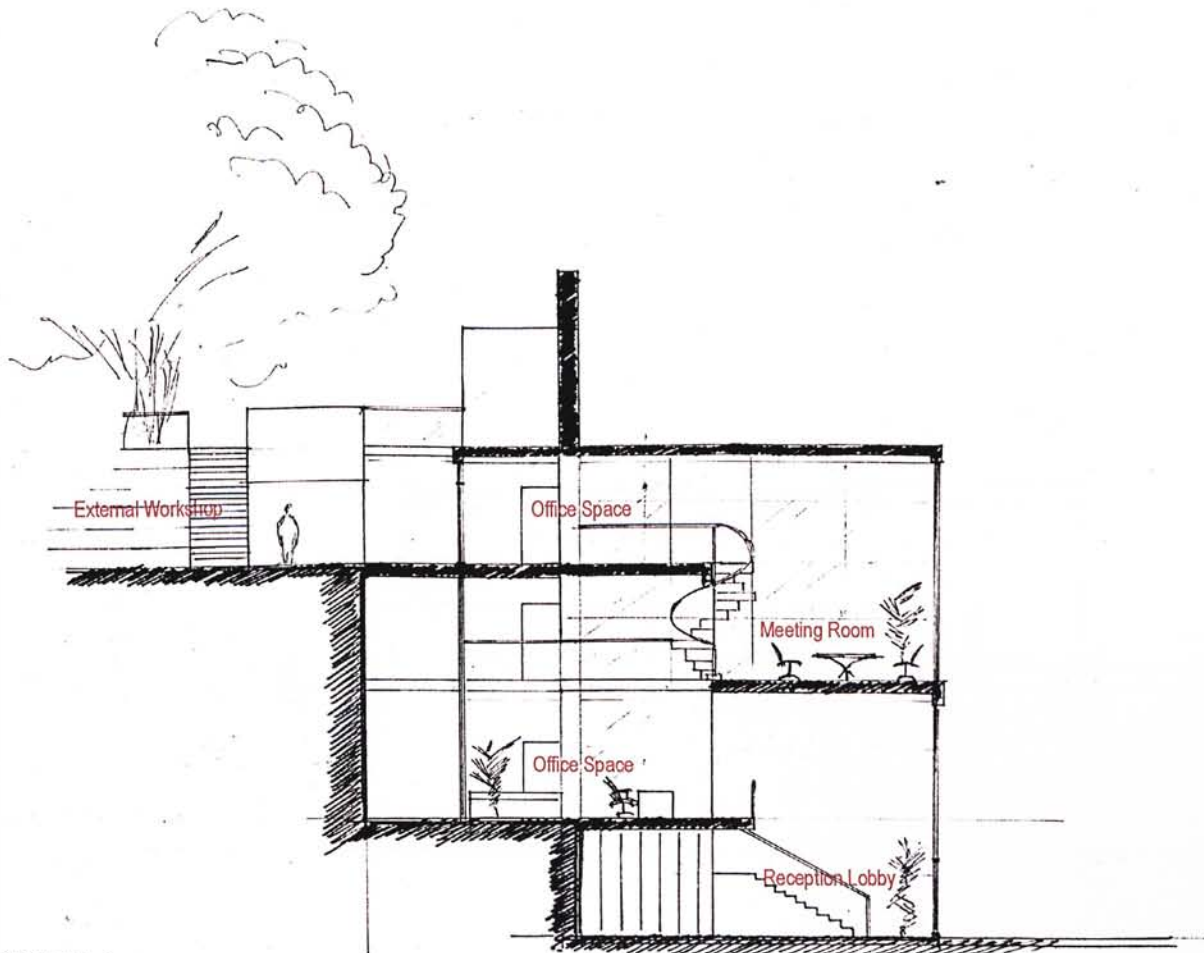
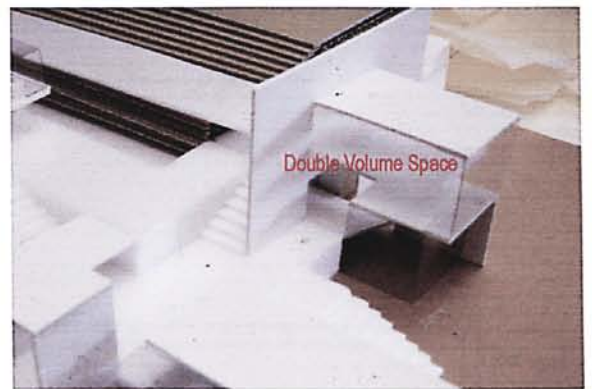
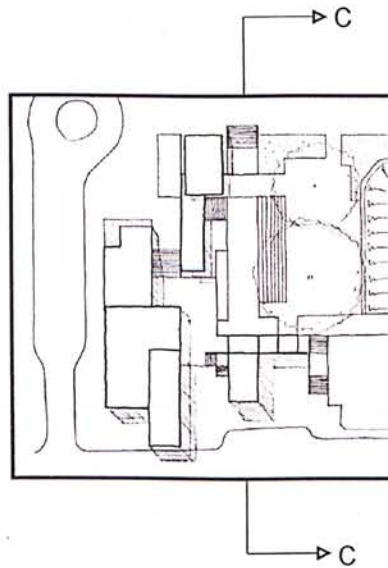
The internal workshops, external workshops and the display area are located next to each other in order to enhance a close relationship and create a harmonious learning environment. There is direct circulation to connect these 3 spaces and people at these 3 different zones can easily recognized each other.

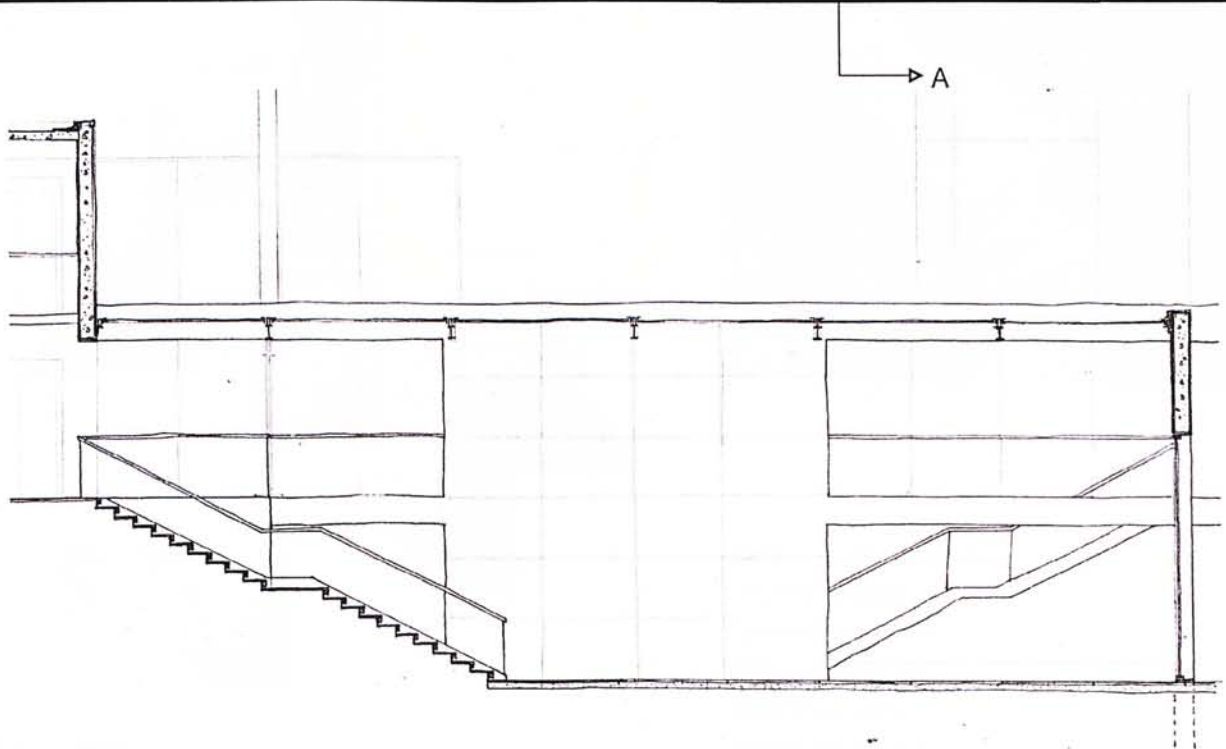
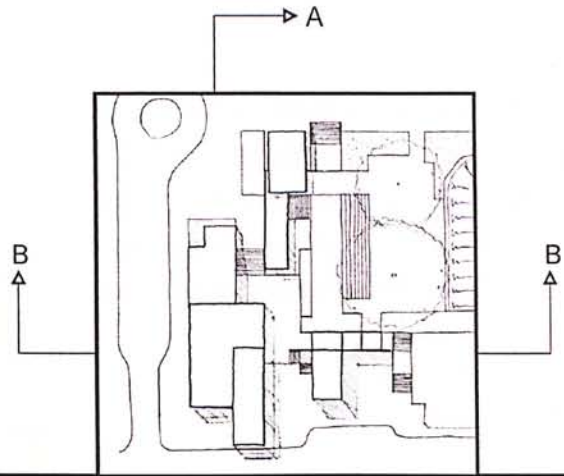


Section

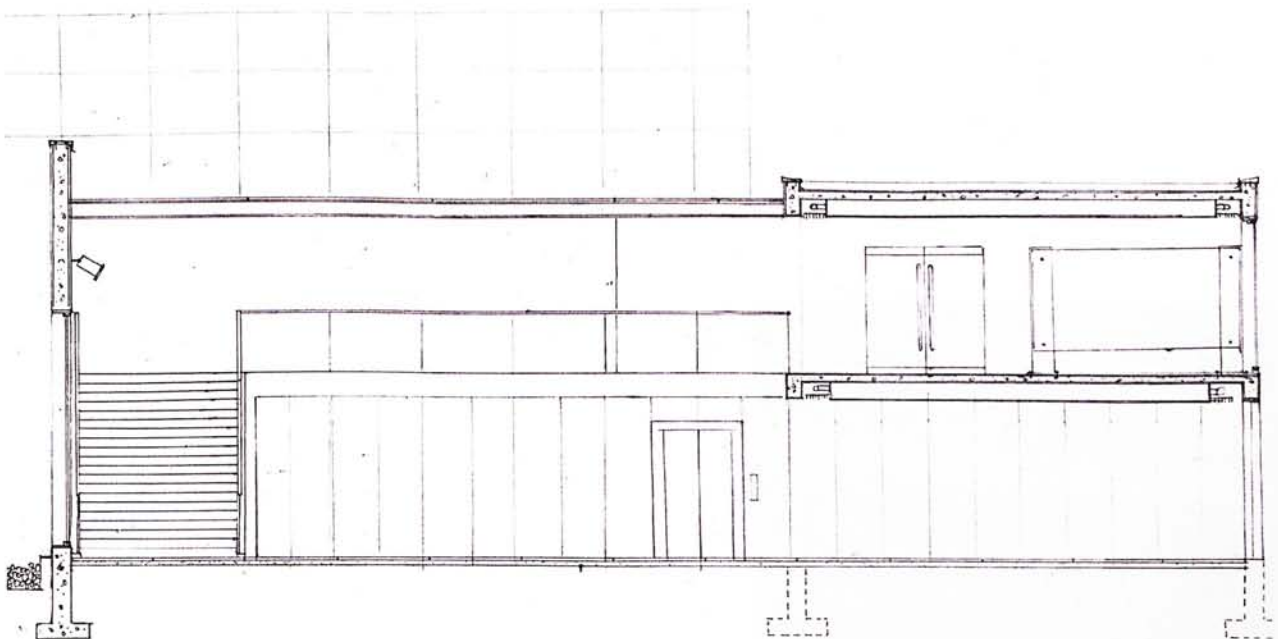
Flexibility

As the space serve for different company with vary scale of items, each space is designed with certain degree of flexibility. Eg for the office building block, double volume spaces with free layout plan are located at different levels to strengthen the idea of flexible space.





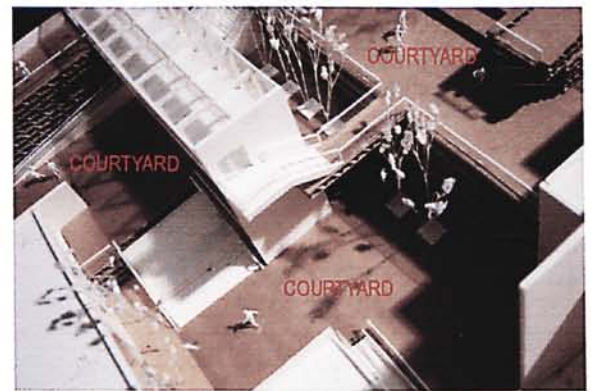
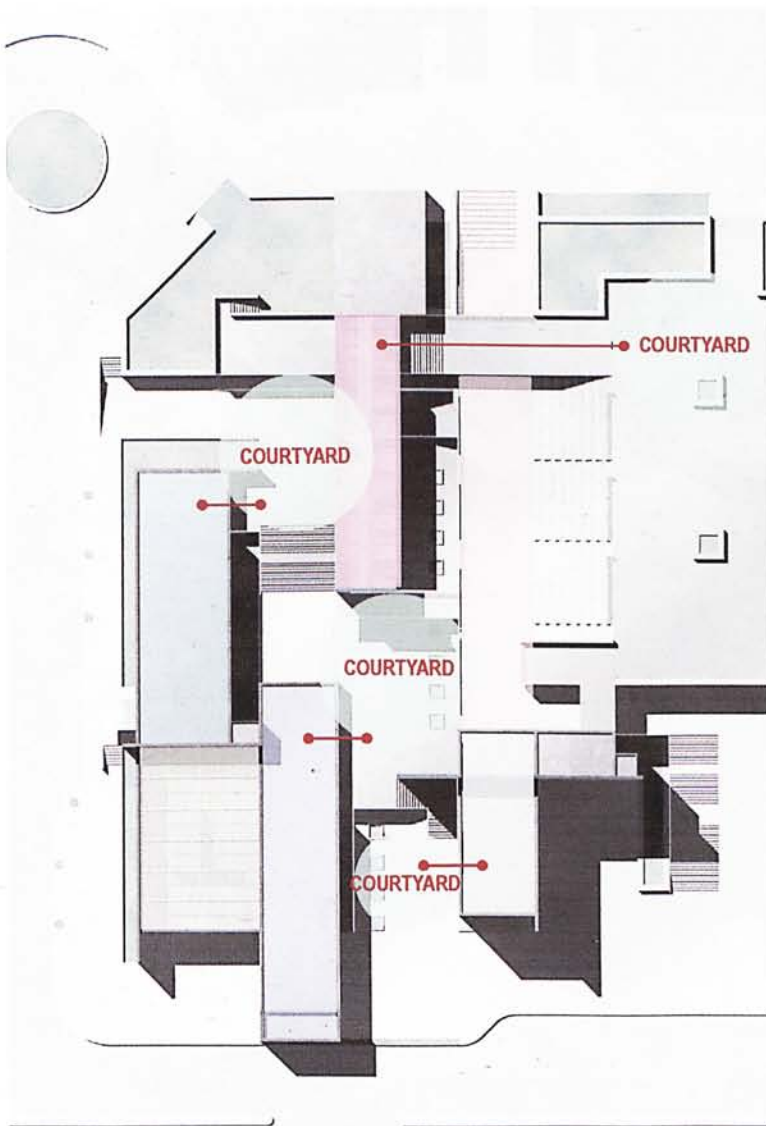
DETAIL SECTION A-A (1:125)



DETAIL SECTION B-B (1:125)

Spatial Organization

Courtyard spaces are located at different levels which connected together by staircases to form an external pathway for both circulation and public gathering. Some of them can also serve as external display or performance area.



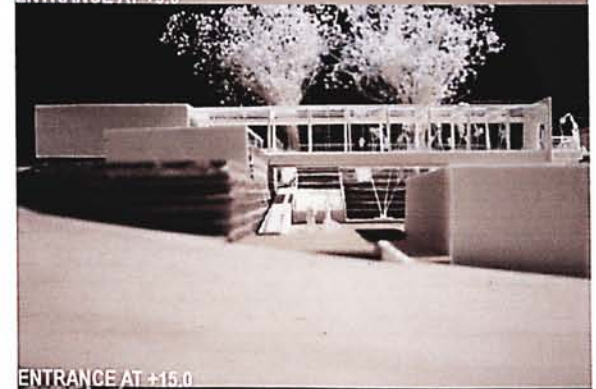
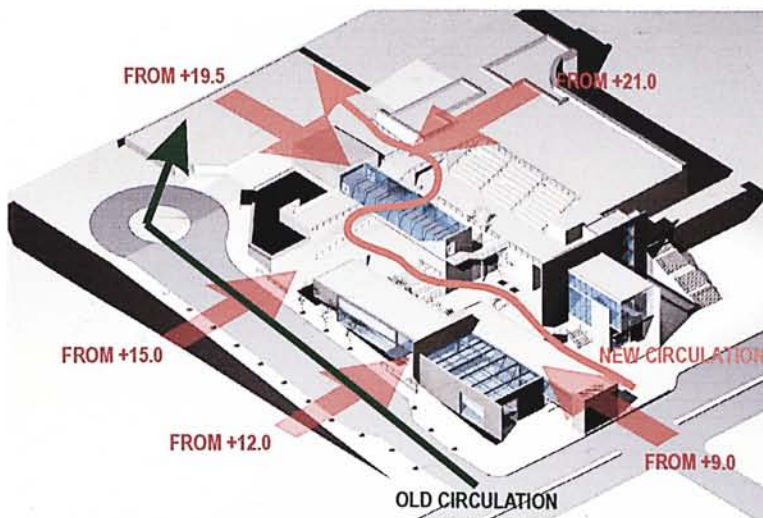
INTERNAL LEARNING WORKSHOPS
EXTERNAL LEARNING WORKSHOPS
EXHIBITION AREA
SUPPORTED FACILITIES
COMMERCIAL AREA
ADMINISTRATION OFFICE



Access & Circulation

The complex can be accessed at several levels. Different access points are located along the ramp for easy access to enhance the sense of a welcoming environment.

- +09.0 Exhibition Gallery
- +12.0 Information Area
- +15.0 External Exhibition Space
- +19.5 Internal Learning Workshops
- +21.0 Existing Open Space

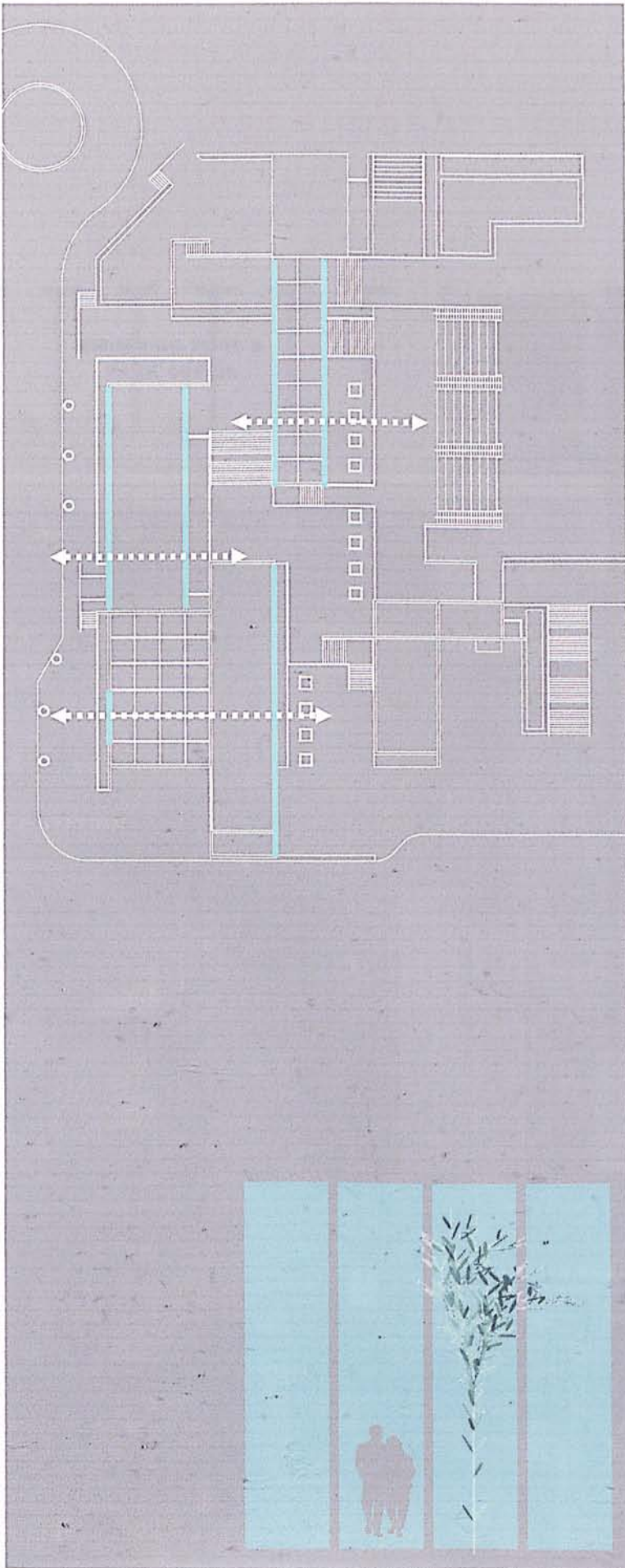


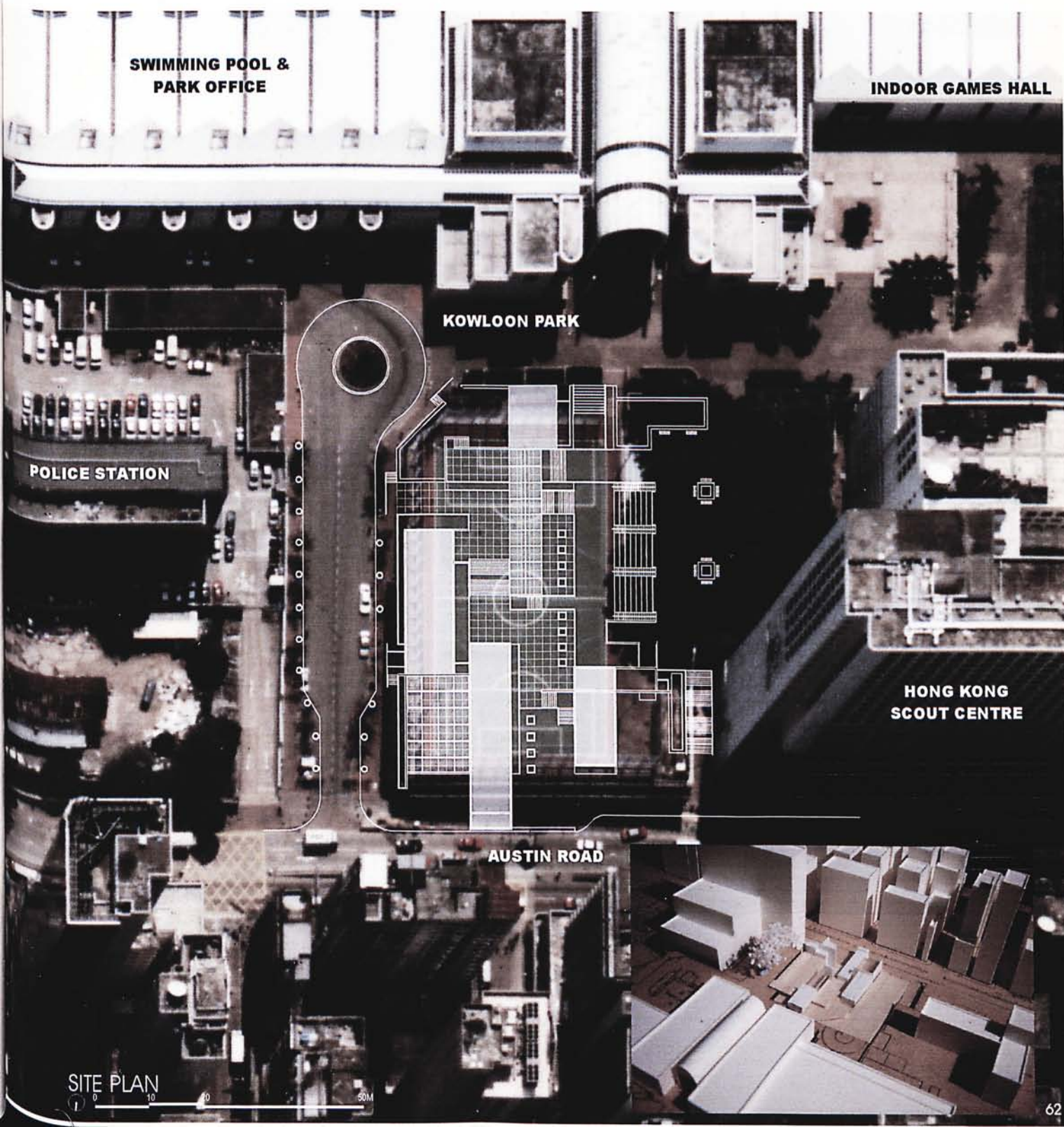
Visual Connection

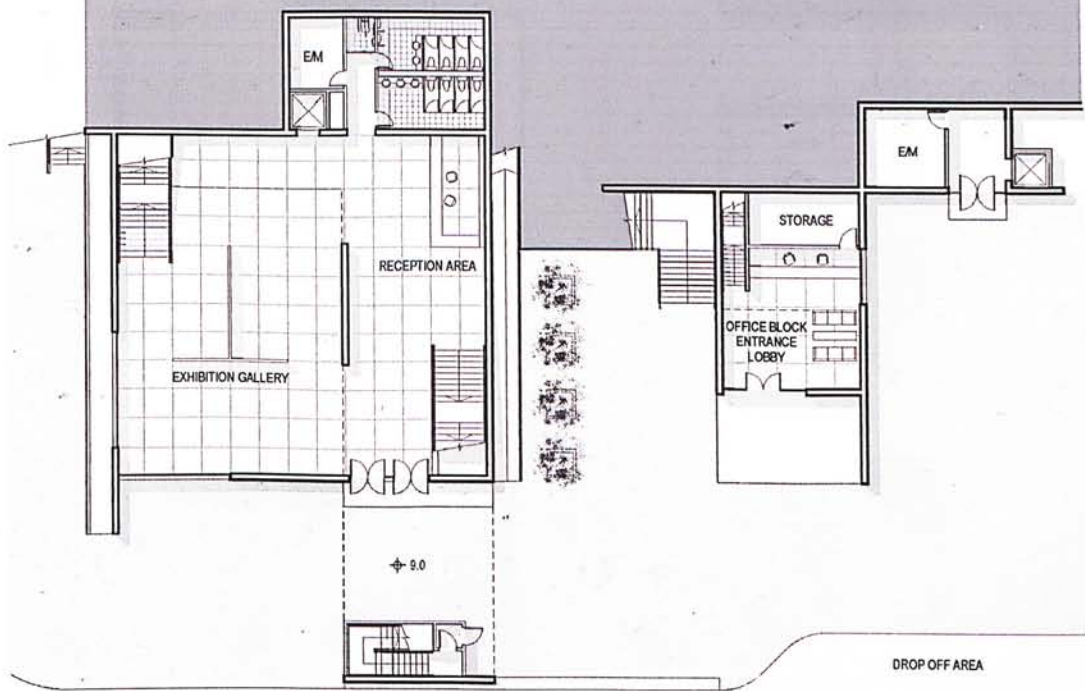
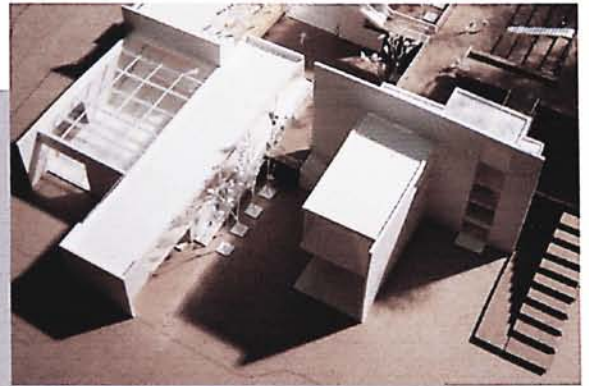
Glass on both the **east** and **west** facades enhances visual connection between the interior space and the external courtyard. This breaks through the visual barrier and allows the public easily aware this learning atmosphere



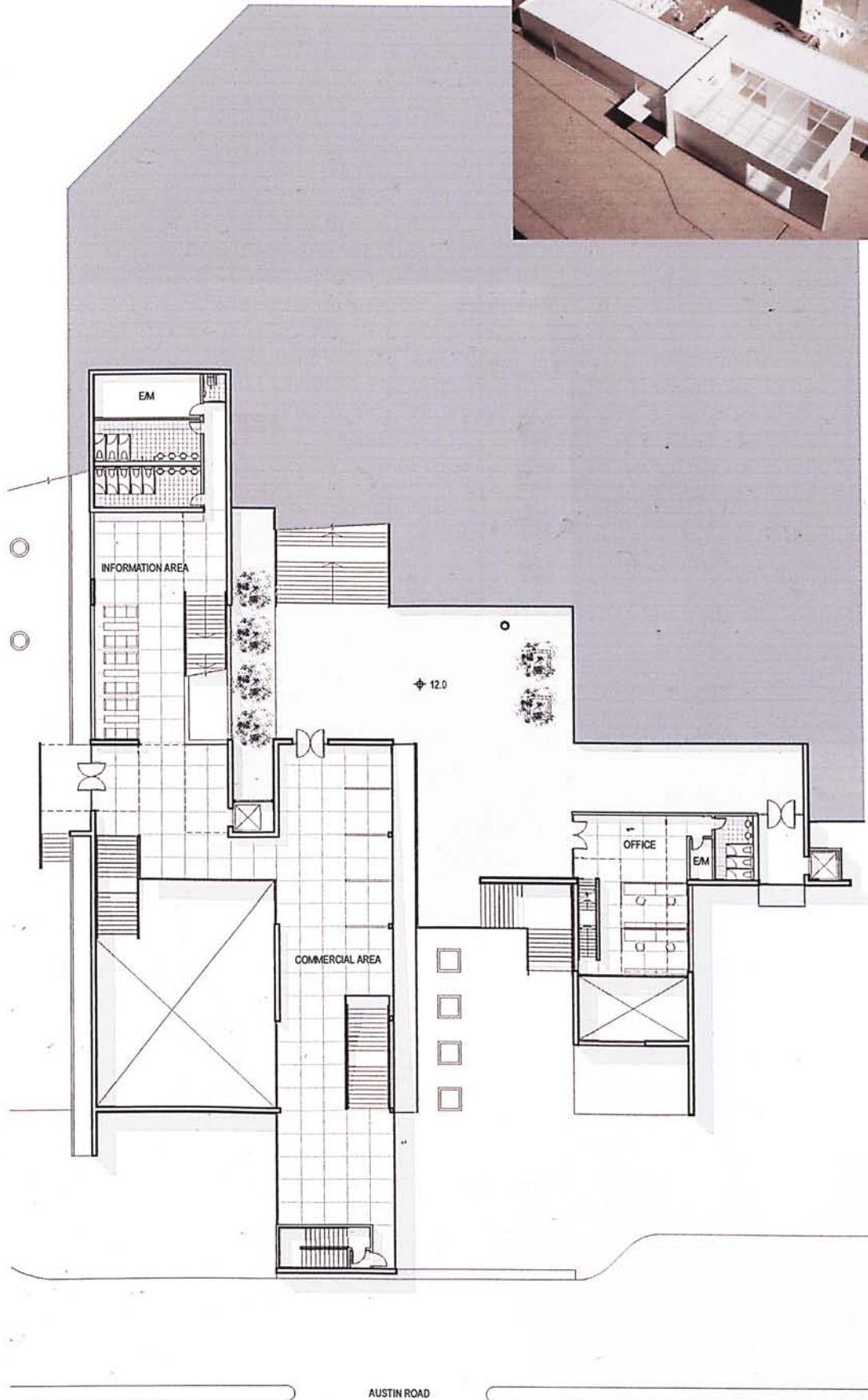
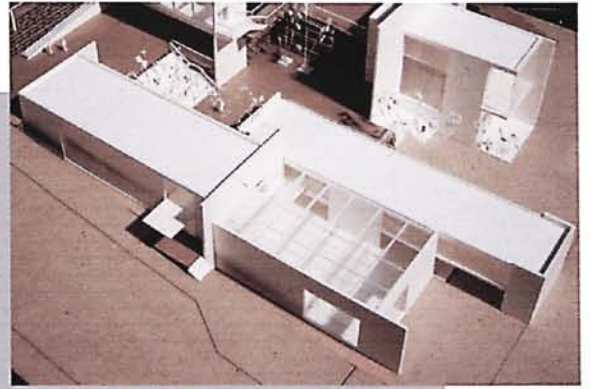
GLASS ON EAST & WEST FACADES

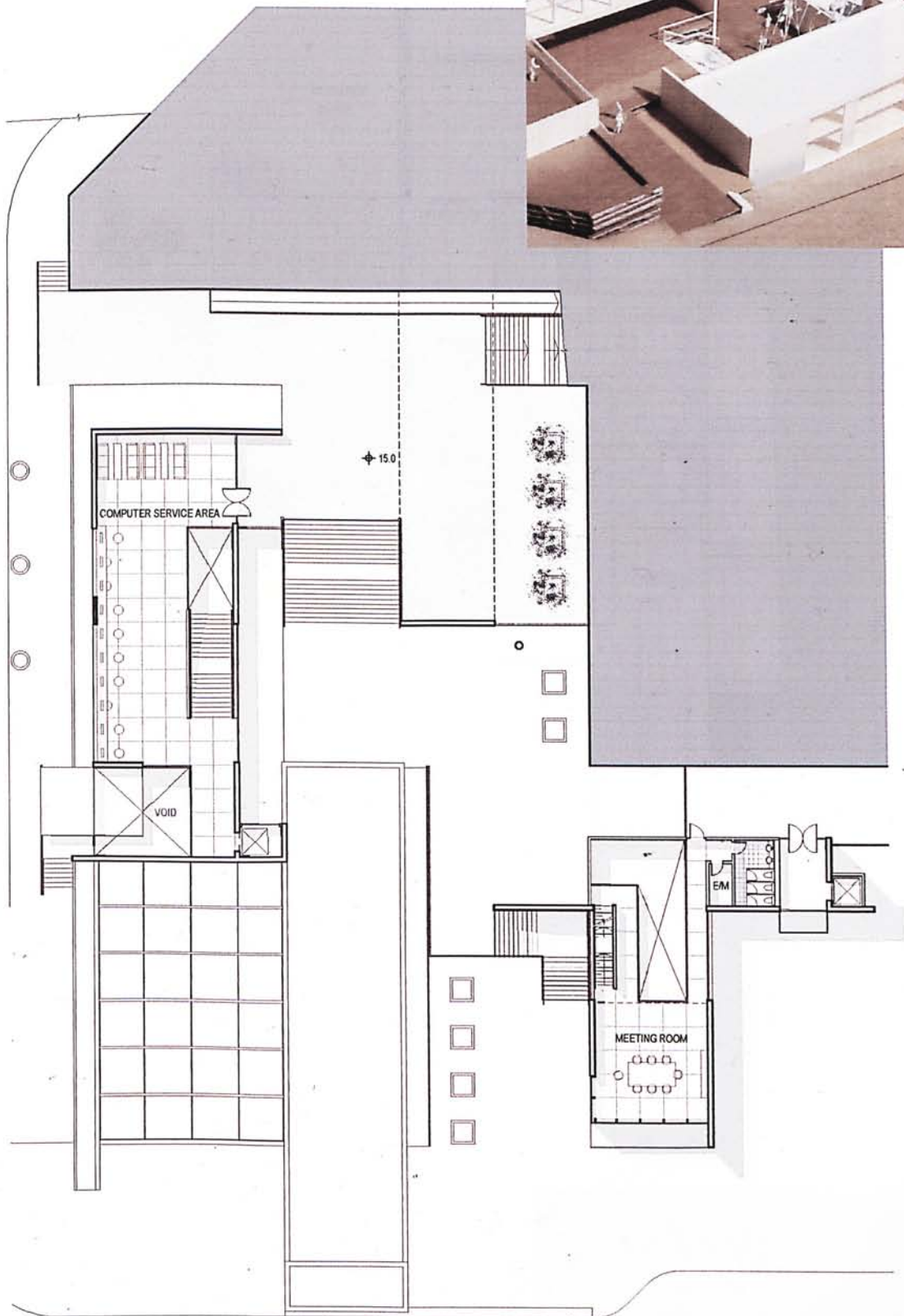
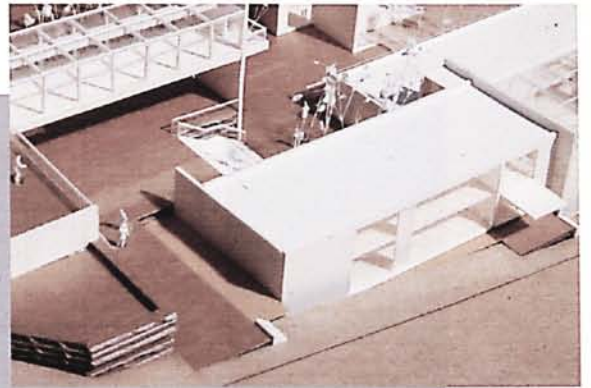


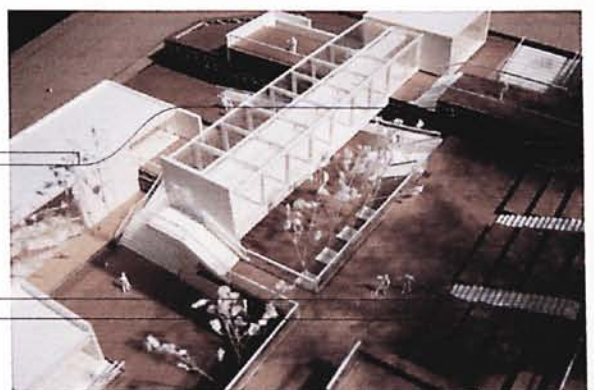
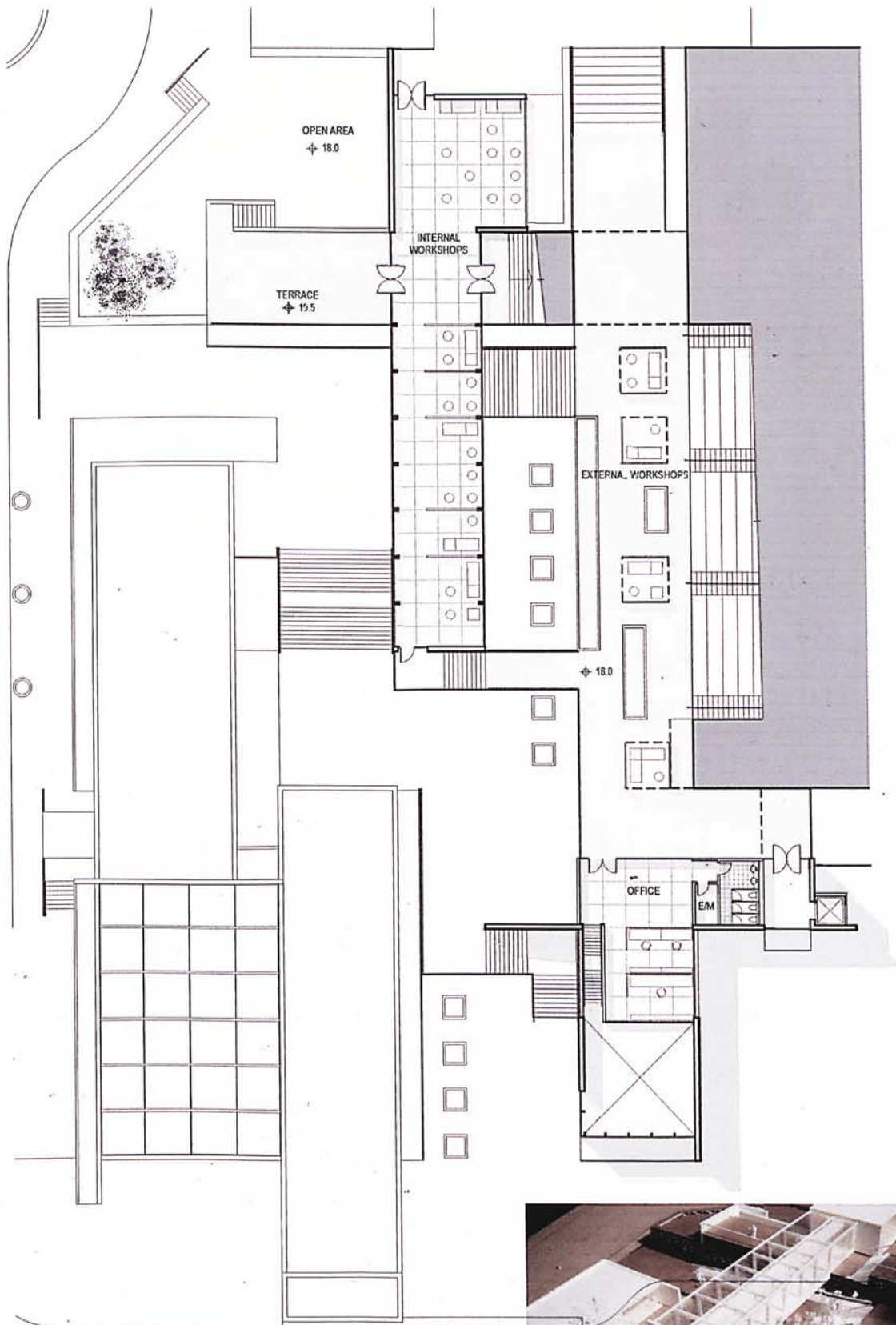




AUSTIN ROAD







KOWLOON PARK ENTRANCE

19.5

21.0

15.0

EXTERNAL WORKSHOPS
18.0

INFORMATION AREA

INTERNAL WORKSHOPS

12.0

COMMERCIAL AREA

9.0

EXHIBITION GALLERY

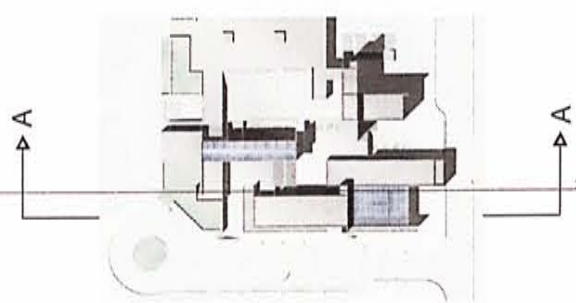
OFFICE

EXISTING OPEN AREA

AUSTIN ROAD

ROOF PLAN

0 2 4 10M

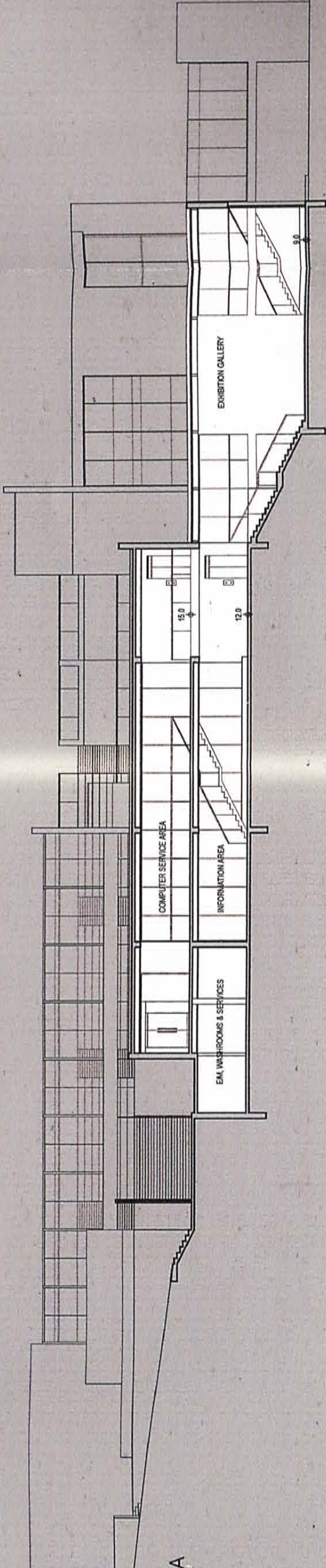


EAST ELEVATION

18.0

AUSTIN ROAD

9.0



SECTION A-A

EM. WORKROOMS & SERVICES

COMPUTER SERVICE AREA

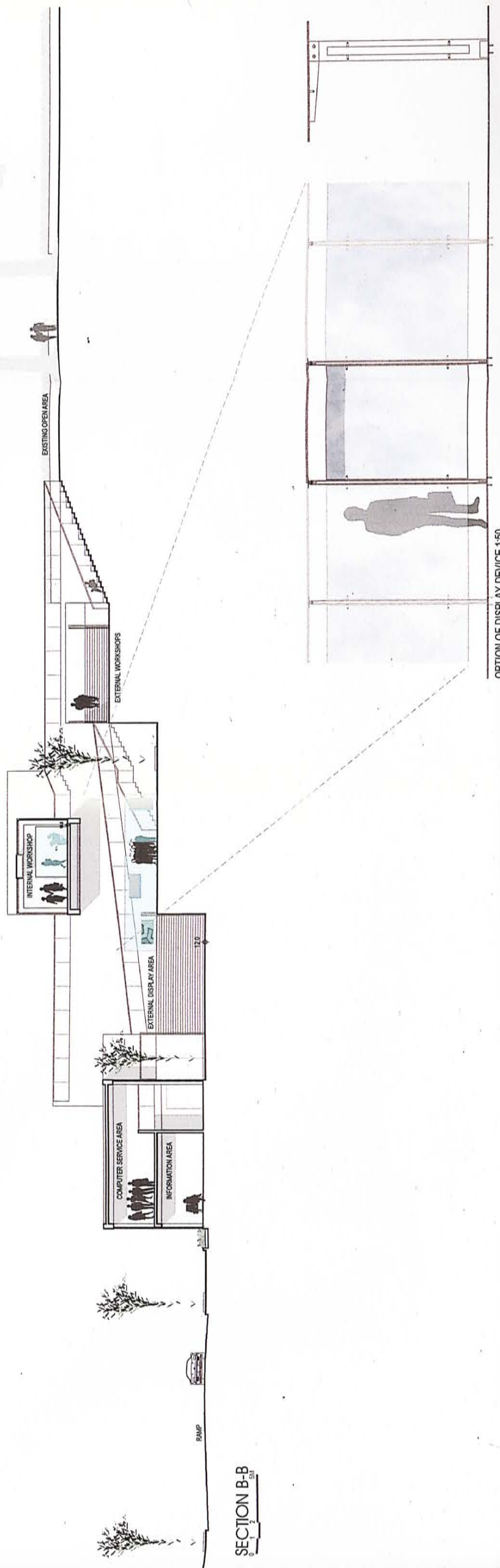
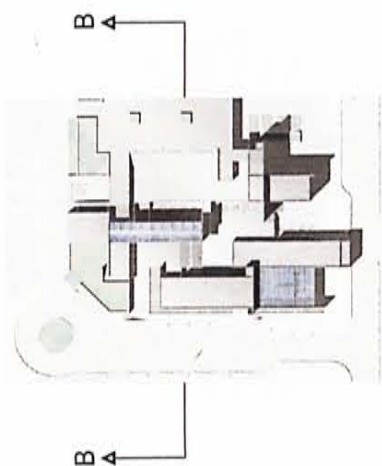
INFORMATION AREA

EXHIBITION GALLERY

15.0

12.0

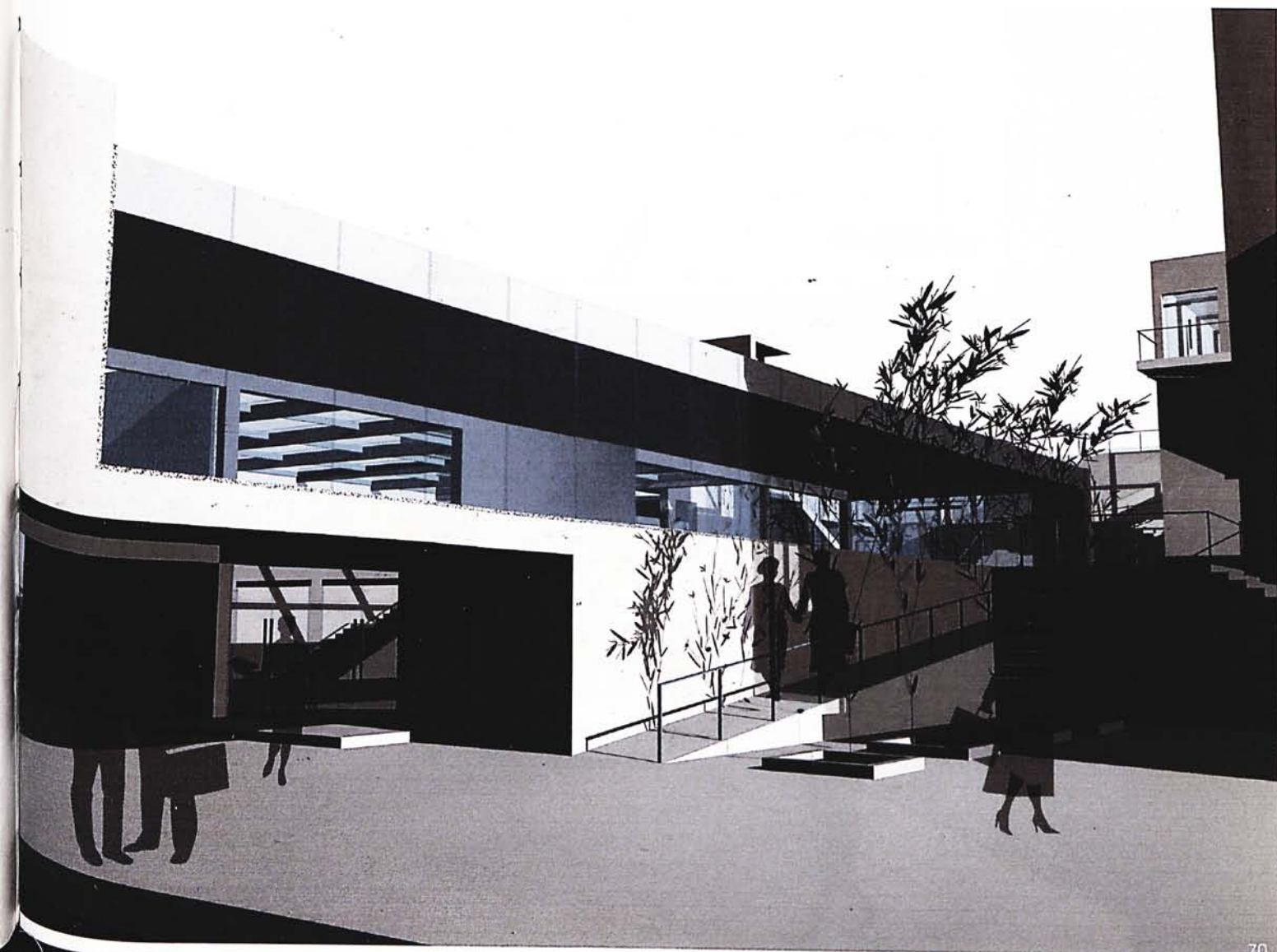
9.0



OPTION OF DISPLAY DEVICE 1:50

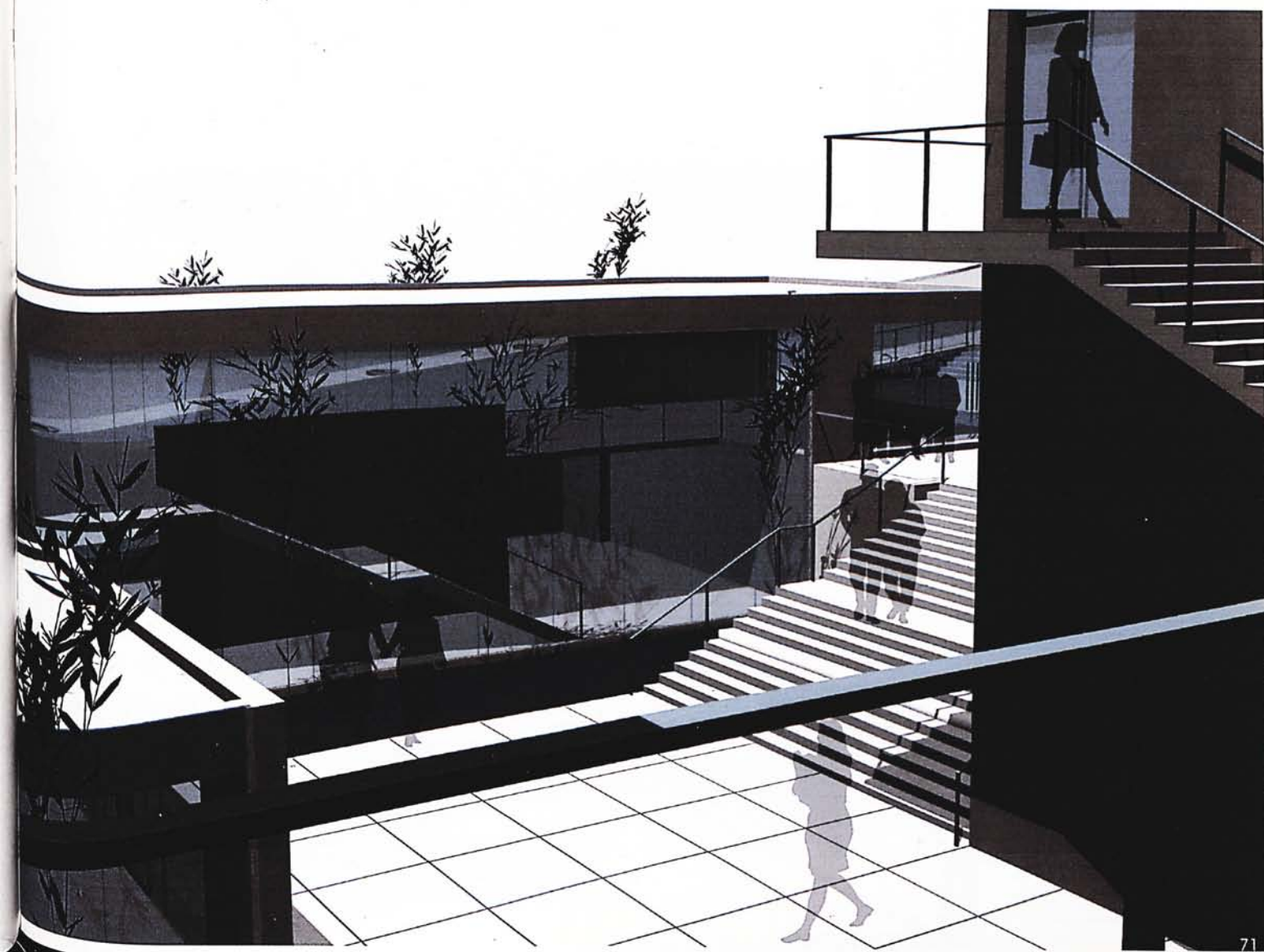


The exhibition volume floating on top of the pedestrian zone marking the main entrance of the complex.



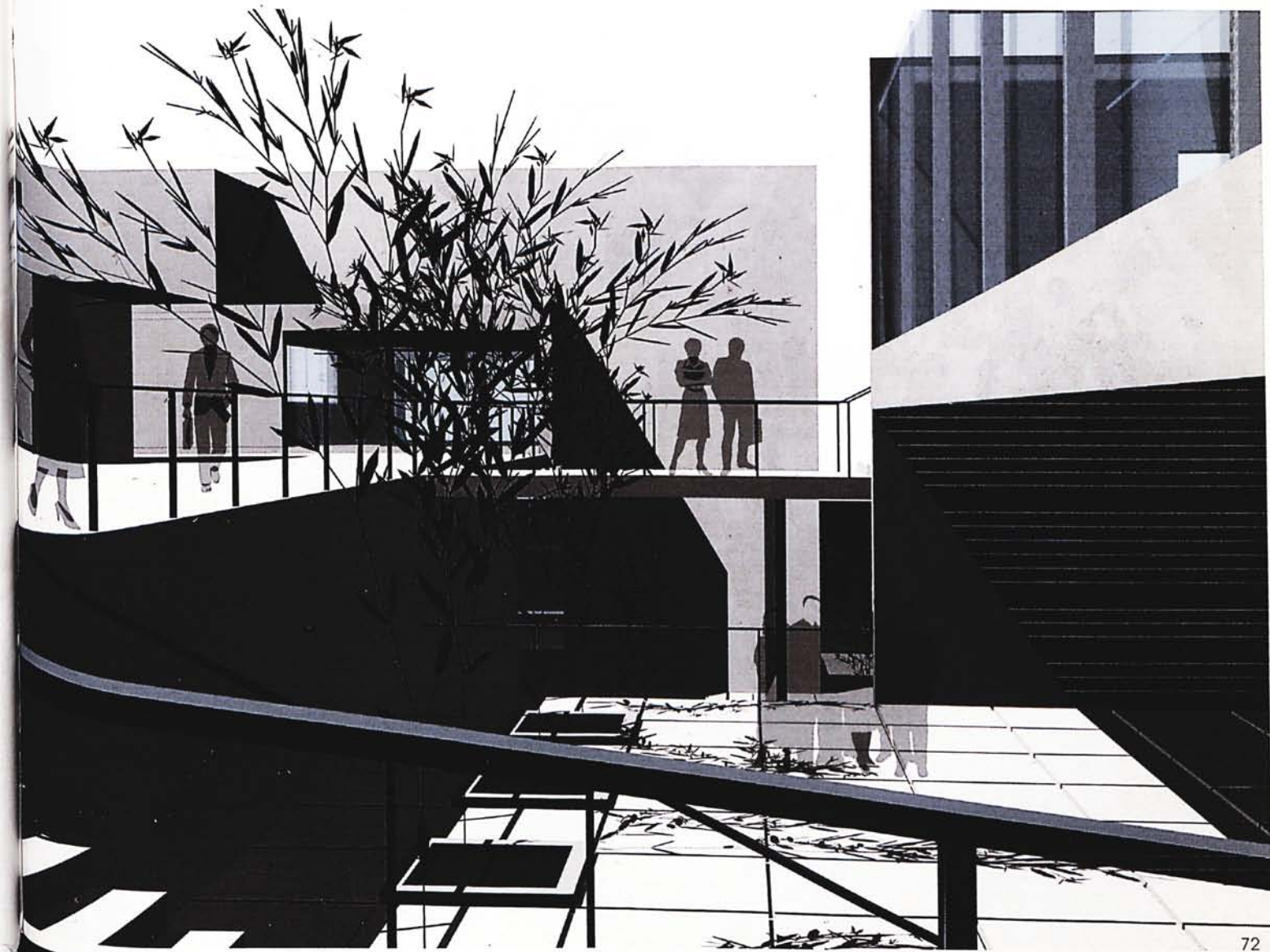


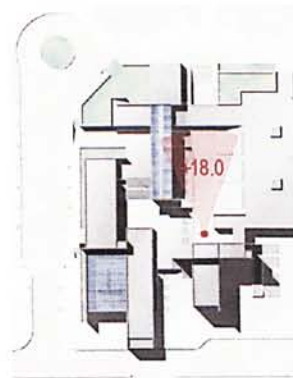
The transparent building facade enhances the visual connection between internal spaces and external open area.





Courtyards locate in intermediate level allows external display activities and public gathering.





External Workshop introduces a new learning concept to young people and also enhances public gathering.





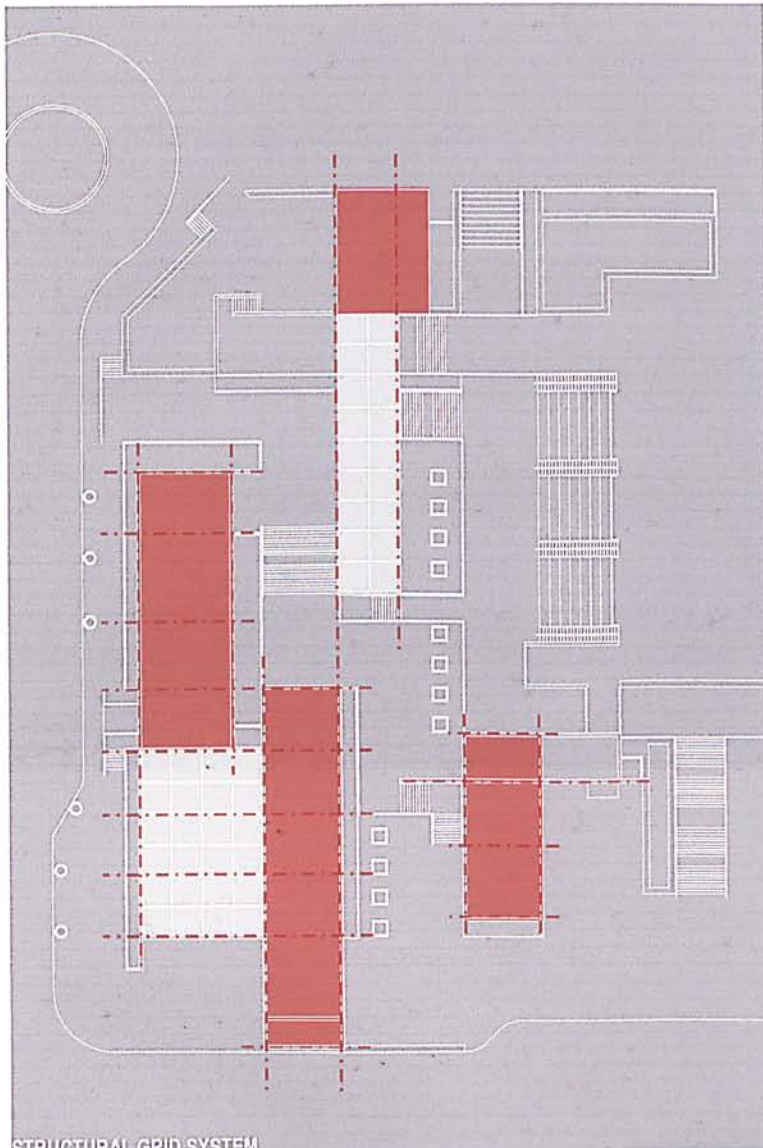
Structural System

Grid System

Each building blocks with independent structural system has regular grid system.

Bearing Wall & Column System

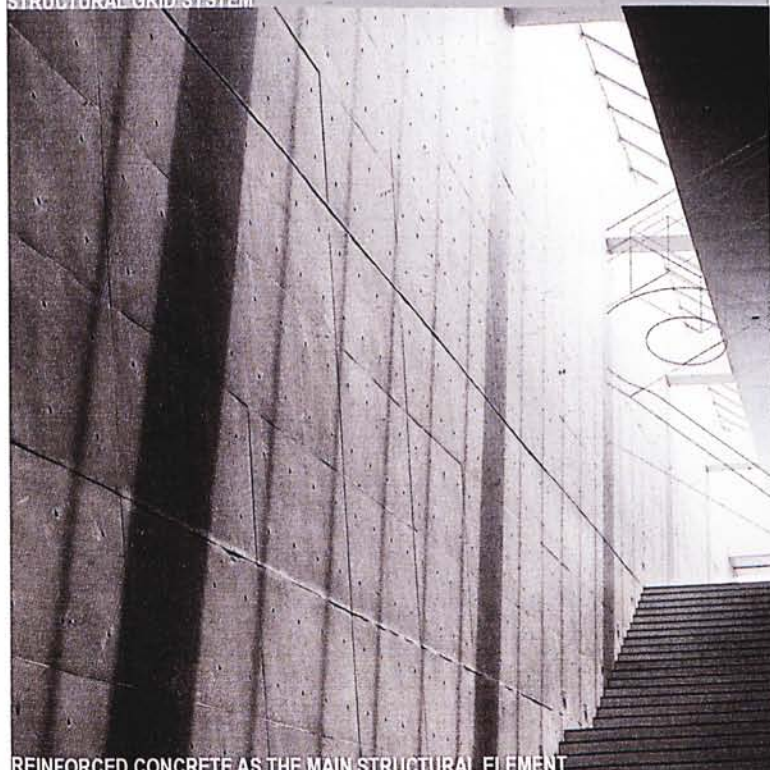
Reinforced concrete is the main construction material in this design. And bearing wall & column system combine for more flexibility in plan layouts, especially for exhibition space. Material - concrete with acrylic paint



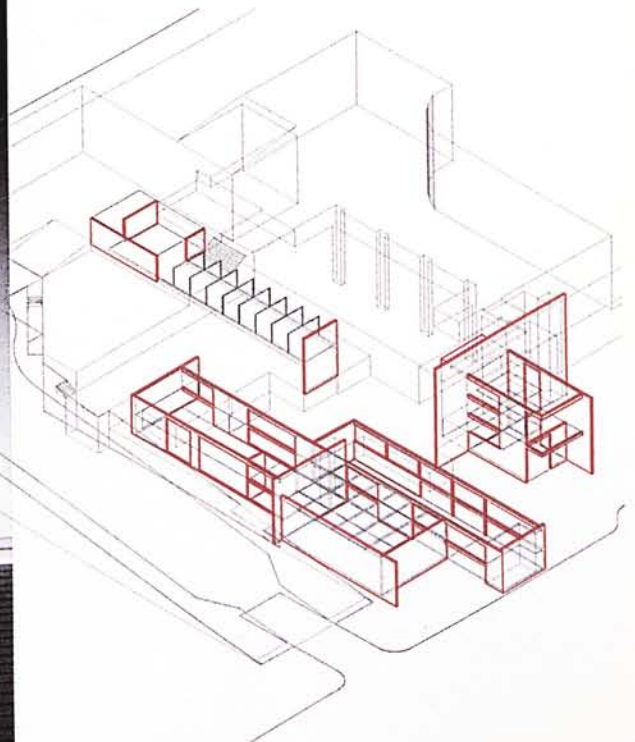
STRUCTURAL GRID SYSTEM



BEARING WALL AND COLUMN SYSTEM



REINFORCED CONCRETE AS THE MAIN STRUCTURAL ELEMENT

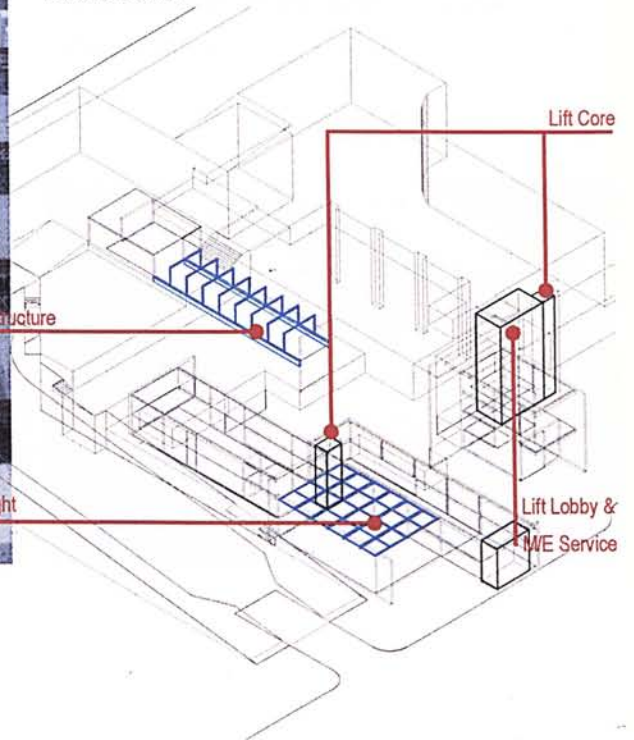


Structural System

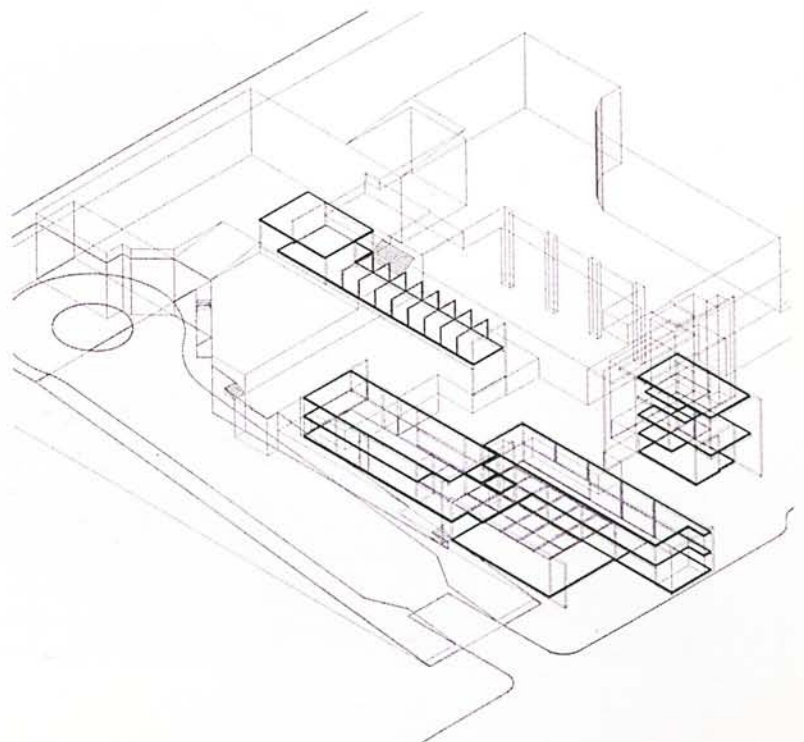


Steel Structure & Service Core

Steel structural system is mainly used for the internal workshop which has a long span of about 20m.

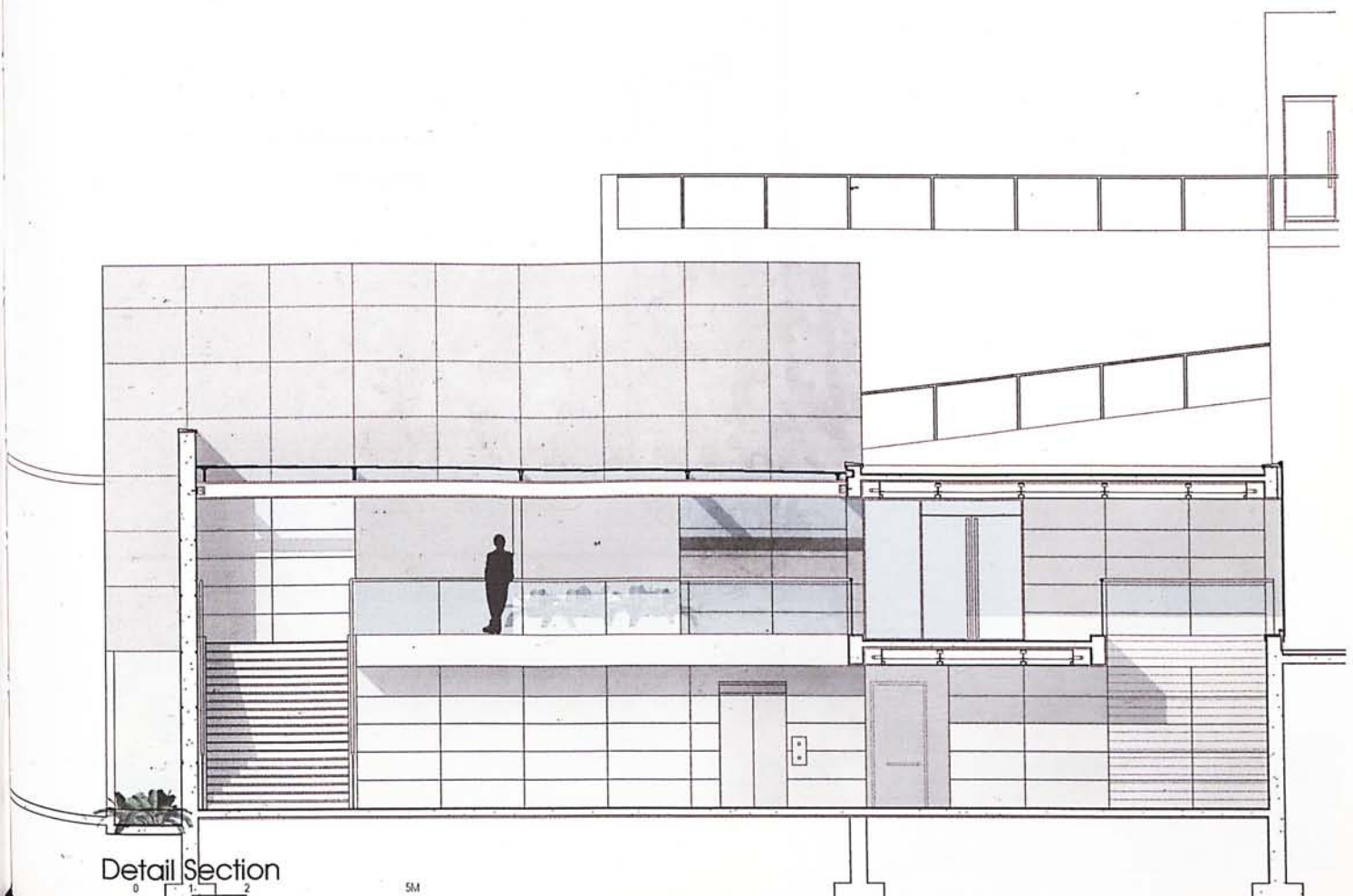


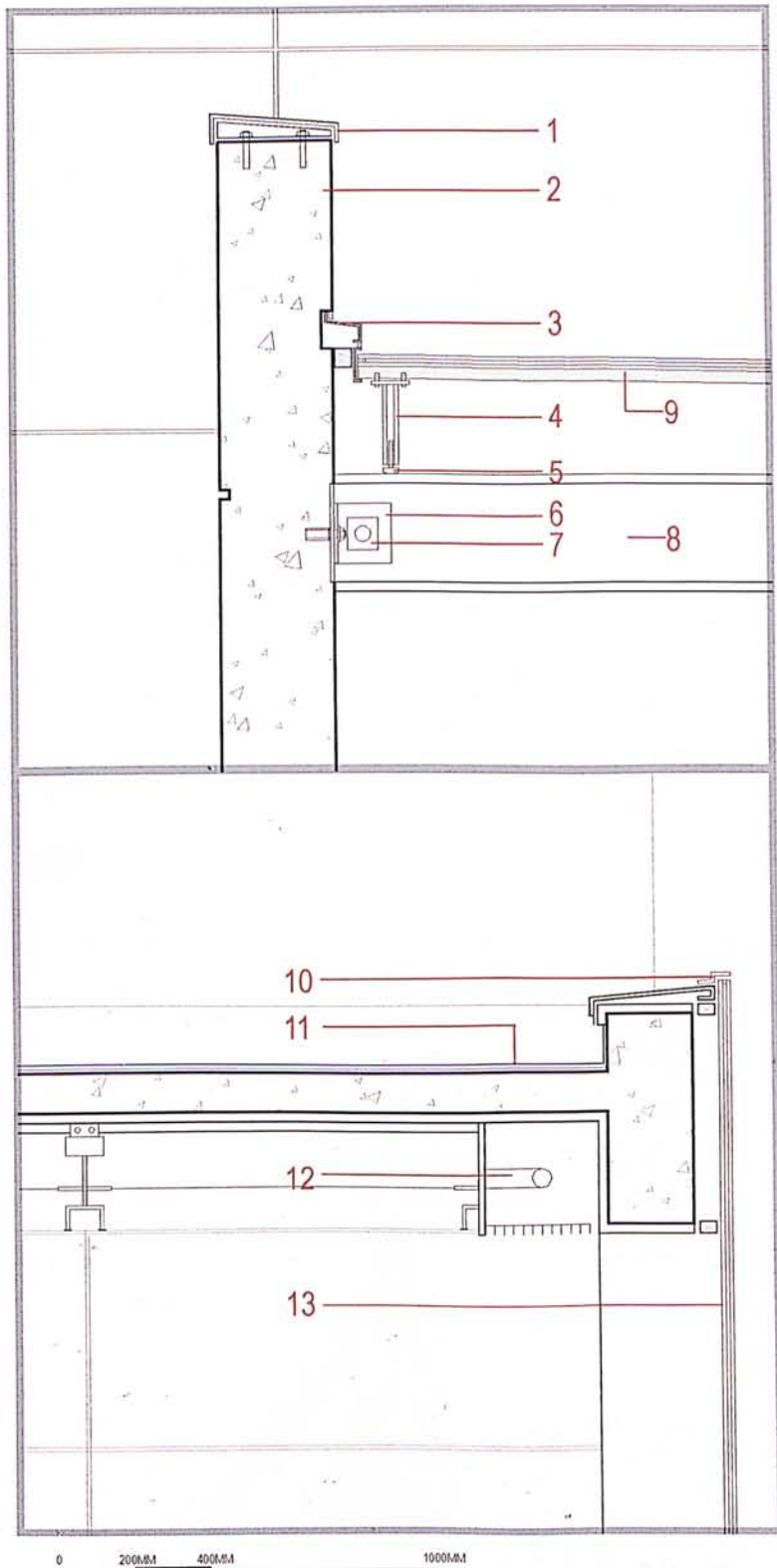
Floor Slab & Roof



Internal Exhibition Space

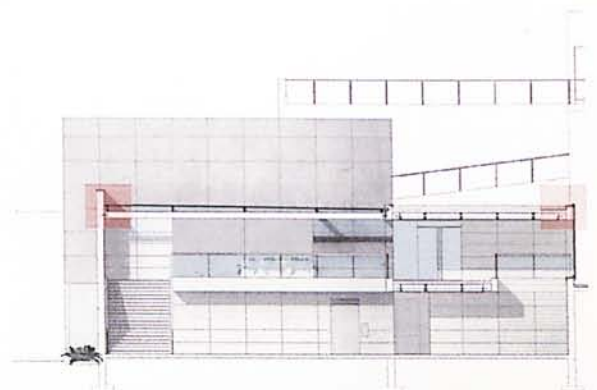
The internal exhibition gallery space is being explored to study the structural system, use of material as well as the quality of space in a different dimension.

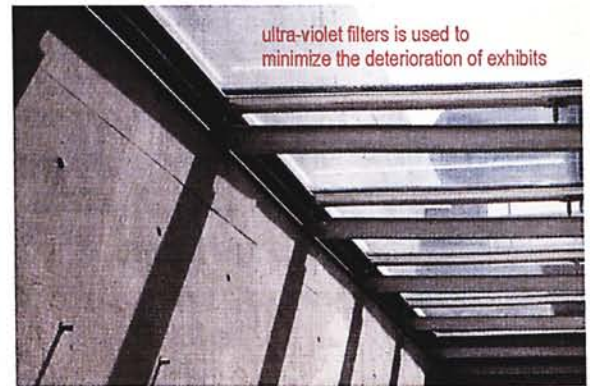




Materials

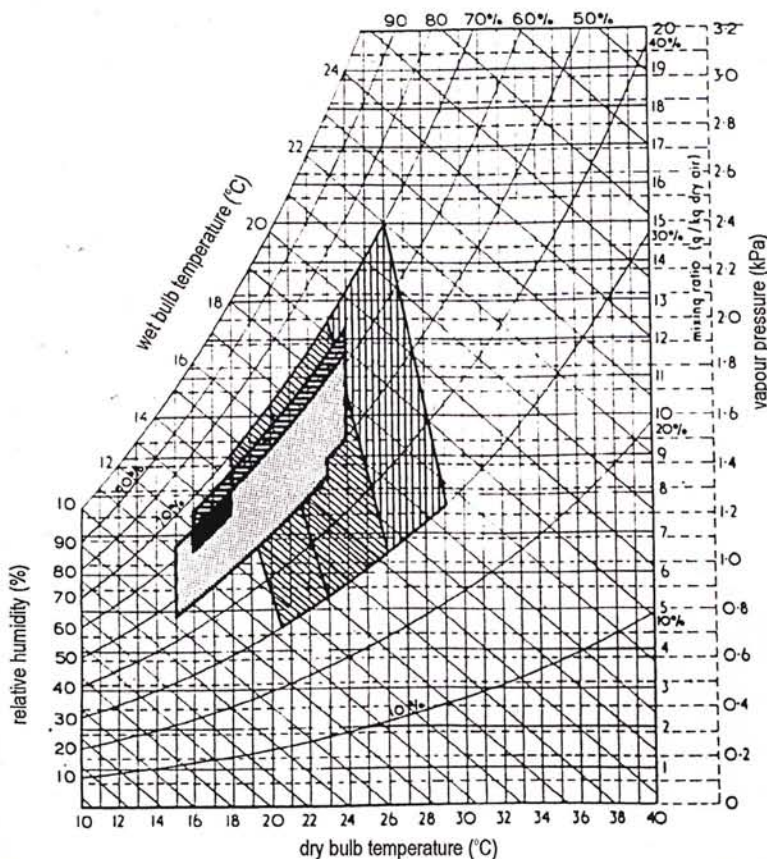
- 1 Extruded aluminium copping
- 2 Exposed concrete with clear acrylic paint
- 3 Flashing: aluminium plate
- 4 Support hardware: steel plate
- 5 Adjustable bolts
- 6 Bracket: steel angle
- 7 square washer: steel plate
- 8 Support hardware: I-section
- 9 Ultra-Violet Filters: minimize the deterioration of exhibits
- 10 Aluminium flashing
- 11 Waterproof sheeting
- 12 Fluorescent
- 13 Clear glass





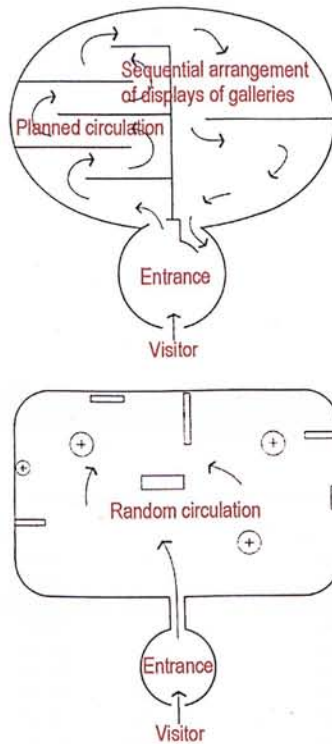
Lighting

Source of lighting should be screened against glare in exhibition space. In the design, the skylight provides the main source of natural sunlight and ultra-violet filters is used to minimize the deterioration of exhibits.



Temperature & Humidity

Comfort and safety zones for exhibition gallery are shown on the psychrometric chart. Comfortable conditions should be considered for both people and exhibits. Atmosphere of either too damp or too dry should be avoided in this area. Temperature can be controlled partly by the filter in the skylight described in the previous part.



SEQUENTIAL CIRCULATION

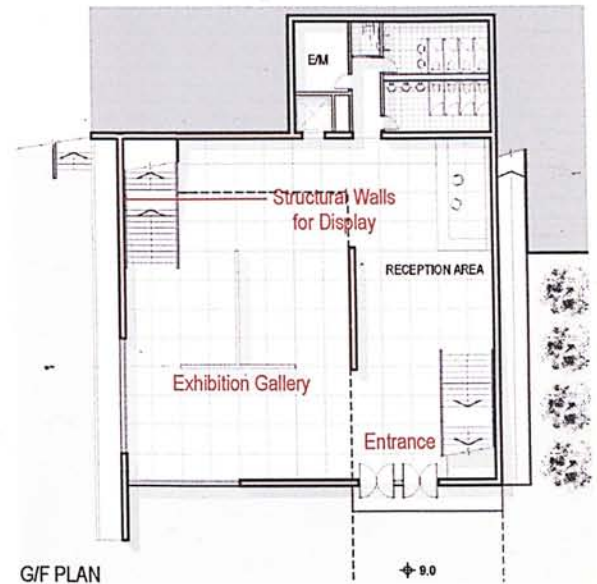
RANDOM CIRCULATION


Circulation & Layout

The display and circulation of exhibition space can be designed in a variety of ways. Typically, there are 2 types of circulation pattern,

- 1 Sequential Circulation
- 2 Random Circulation

In the design, the exhibition space can be accommodate for both types of arrangement in order to provide the flexibility for different users. Besides, the structural walls around this space can be served as huge panels for display purposes.

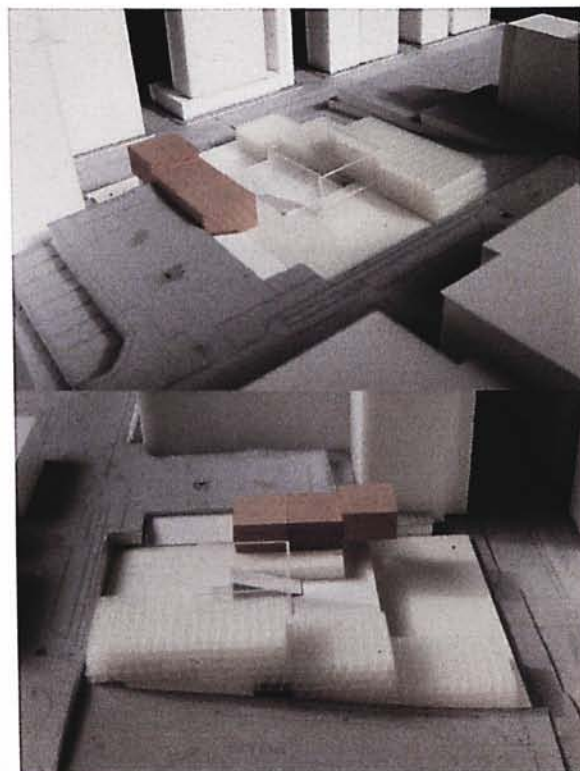
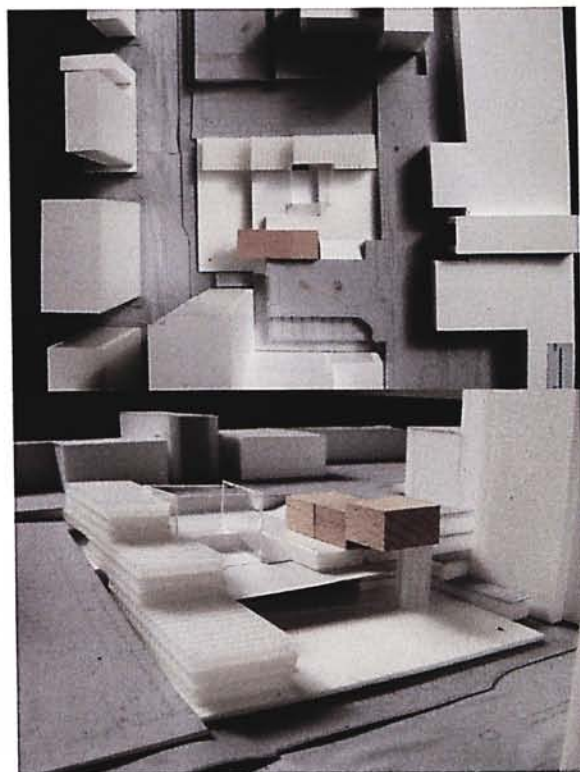
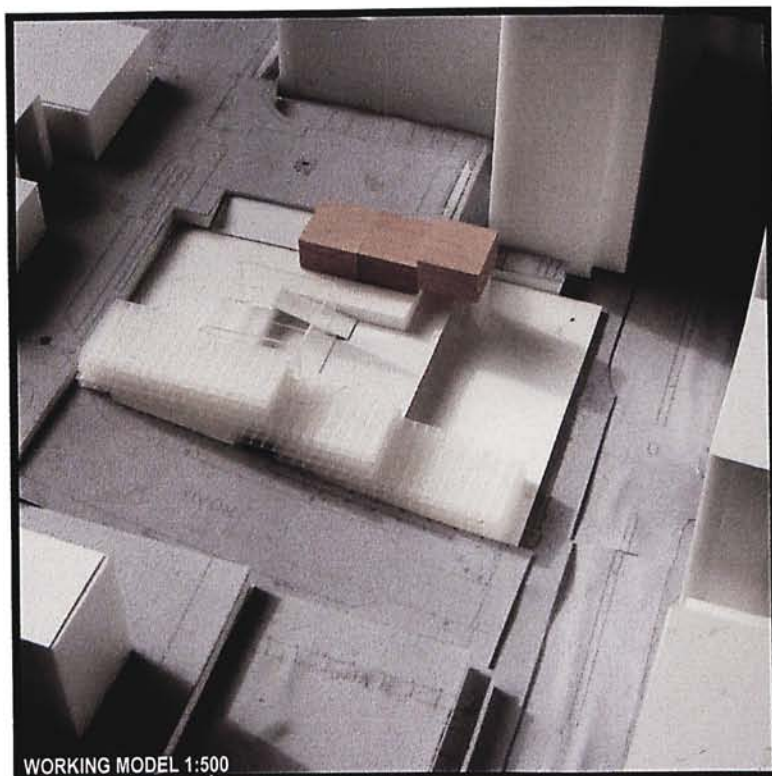


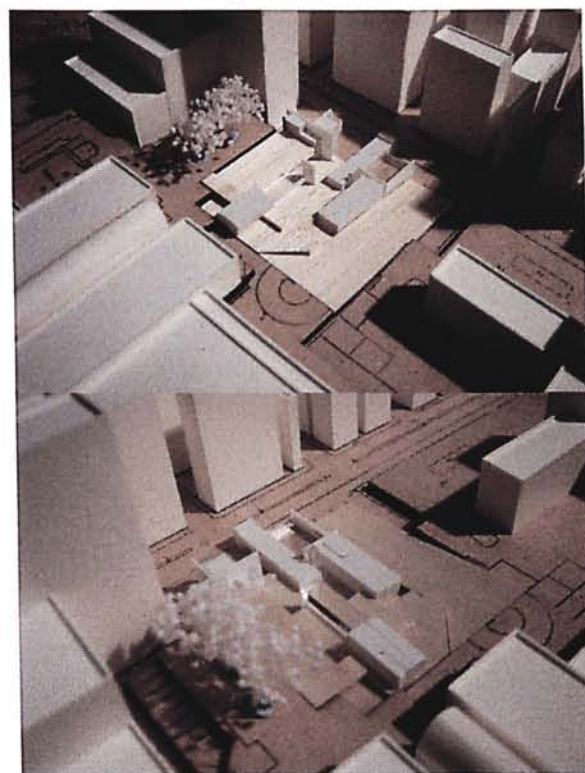
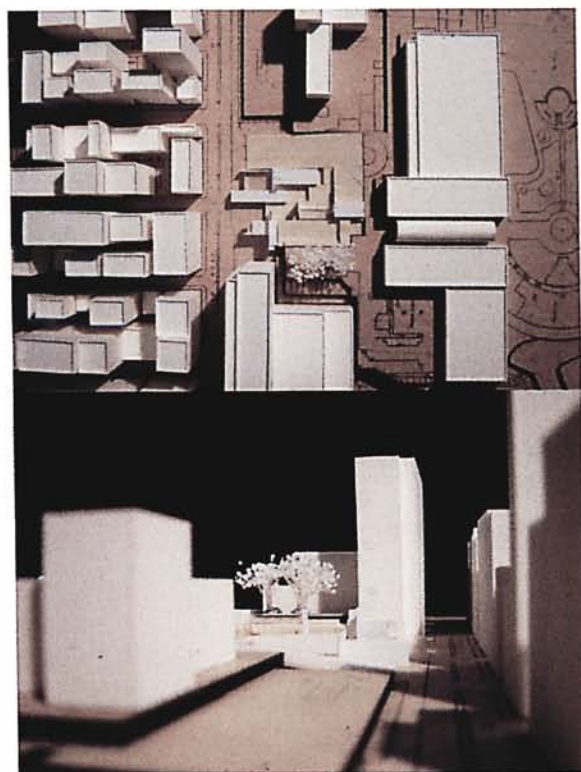
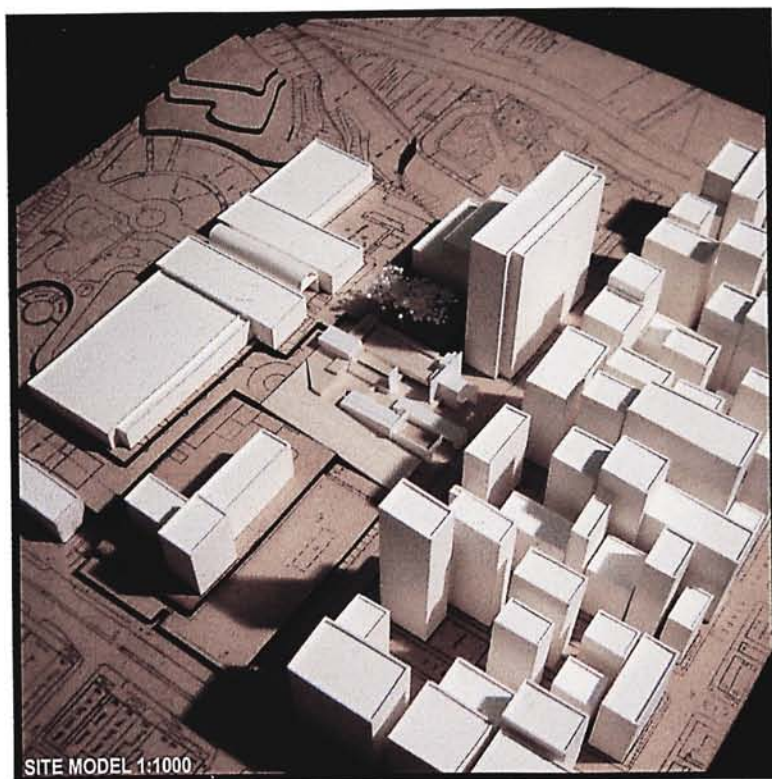
	Census & Statistics Department	Multimedia Hong Kong Statistics Press Releases Publications Site Map About SAS Statistical Library WebLinks Service Desk
Frequently Asked Statistics		
Population by Age Group, 1991, 1996 and 2001		

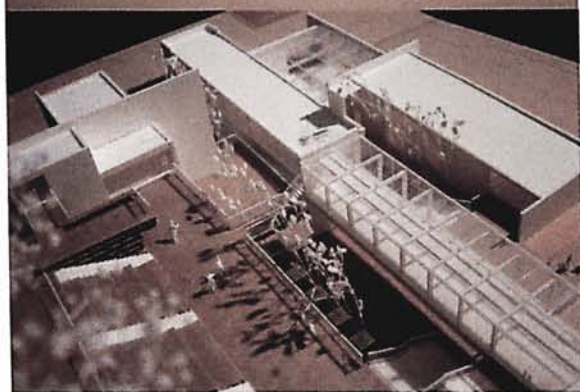
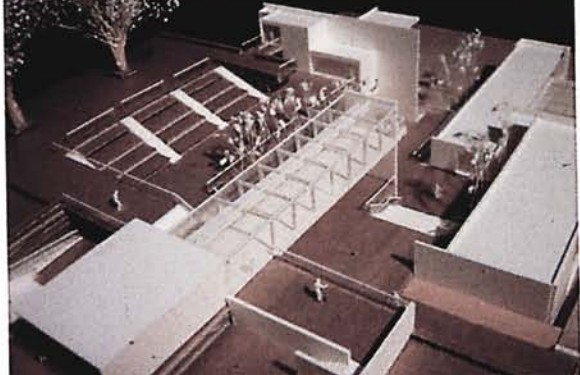
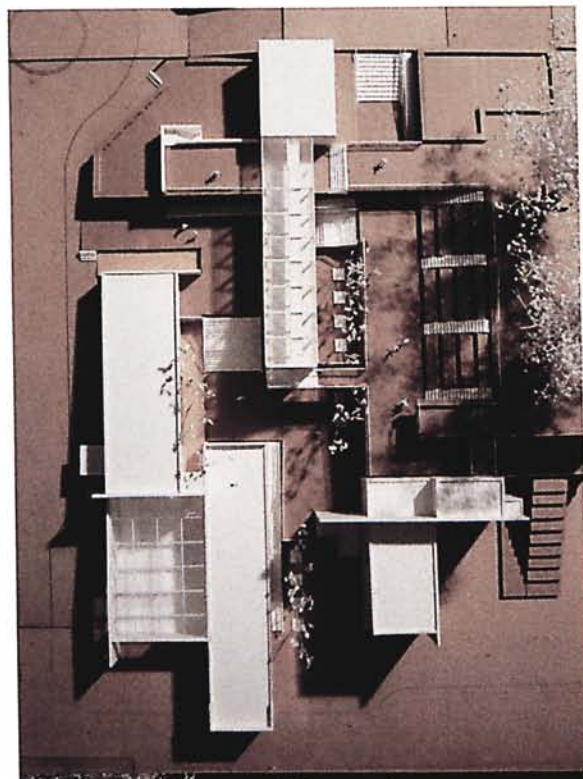
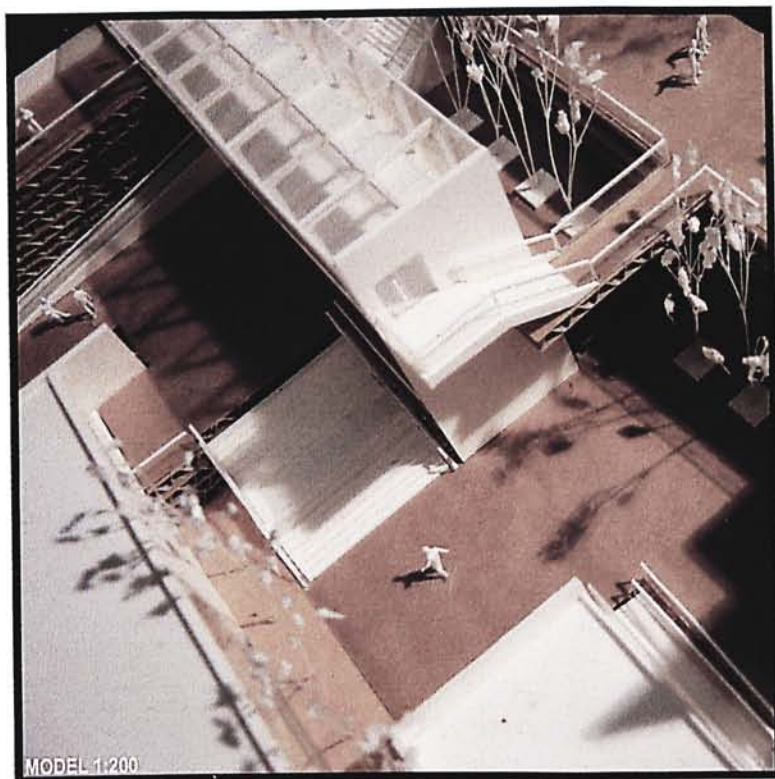
One of the comment during the review is the topic is not very clear from the wordings in the panels. This may relates to the programme is not clearly defined. The derivation of the programme is also one of the task in the next step.

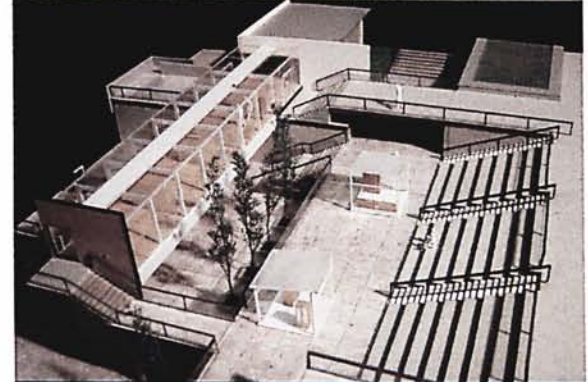
The nature between the leisure and learning should be reconsidered in order to achieve better inter-relationship. The connection between this 2 components and their relationship to the external exhibition space is the main concern rather than the actual ingredient.

The gradual change in the slope to provide the alternative path can enhance the circulation through the complex. However, the essence of the street is not well captured in the current stage which is the issue to explore in the coming days.









Leisure-Learning

The concept of Leisure-Learning is to create an alternative learning environment for the youth, where they can learn through play and exploration. The concept is based on the idea that learning should be fun and engaging, and that it should be a continuous process that happens throughout a person's life.

Currently, the youth are often bored and disengaged during their school hours. They are often sitting at desks, listening to a teacher, and taking notes. This is a passive learning environment that does not allow them to explore their interests or learn through play. The Leisure-Learning concept is designed to provide a more active and engaging learning environment for the youth.

The concept is based on the idea that learning should be fun and engaging, and that it should be a continuous process that happens throughout a person's life. The Leisure-Learning concept is designed to provide a more active and engaging learning environment for the youth.

Strategy

To create a learning environment that is fun and engaging, the Leisure-Learning concept is based on the following strategies:

- 1. **Play-based Learning:** The concept is based on the idea that learning should be fun and engaging, and that it should be a continuous process that happens throughout a person's life. The Leisure-Learning concept is designed to provide a more active and engaging learning environment for the youth.
- 2. **Exploration:** The concept is based on the idea that learning should be fun and engaging, and that it should be a continuous process that happens throughout a person's life. The Leisure-Learning concept is designed to provide a more active and engaging learning environment for the youth.
- 3. **Collaboration:** The concept is based on the idea that learning should be fun and engaging, and that it should be a continuous process that happens throughout a person's life. The Leisure-Learning concept is designed to provide a more active and engaging learning environment for the youth.

Leisure-Learning

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Site Analysis

The site analysis is a study of the physical and social context of the site. It is a key component of the design process, as it helps to identify the opportunities and challenges of the site. The site analysis is based on the following factors:

- 1. **Location:** The site is located in a central urban area, with easy access to public transport and other amenities.
- 2. **Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.
- 3. **Opportunities:** The site offers a range of opportunities for the project, including the potential for a new building, the creation of new public spaces, and the opportunity to improve the local environment.

Site Plan

The site plan is a detailed drawing of the site, showing the layout of the building, the public spaces, and the surrounding context. It is a key component of the design process, as it helps to visualize the project and to communicate the design to others. The site plan is based on the following factors:

- 1. **Building:** The building is a large, multi-story structure, which is designed to be a landmark building in the area.
- 2. **Public Spaces:** The site includes a range of public spaces, including a large open area, a playground, and a series of smaller spaces.
- 3. **Surrounding Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.

Site Section A-A

The site section A-A is a cross-section drawing of the site, showing the building, the public spaces, and the surrounding context. It is a key component of the design process, as it helps to visualize the project and to communicate the design to others. The site section A-A is based on the following factors:

- 1. **Building:** The building is a large, multi-story structure, which is designed to be a landmark building in the area.
- 2. **Public Spaces:** The site includes a range of public spaces, including a large open area, a playground, and a series of smaller spaces.
- 3. **Surrounding Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.

Site Section B-B

The site section B-B is a cross-section drawing of the site, showing the building, the public spaces, and the surrounding context. It is a key component of the design process, as it helps to visualize the project and to communicate the design to others. The site section B-B is based on the following factors:

- 1. **Building:** The building is a large, multi-story structure, which is designed to be a landmark building in the area.
- 2. **Public Spaces:** The site includes a range of public spaces, including a large open area, a playground, and a series of smaller spaces.
- 3. **Surrounding Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.

Spatial Organization

The spatial organization is a study of the way in which the space is organized. It is a key component of the design process, as it helps to identify the opportunities and challenges of the site. The spatial organization is based on the following factors:

- 1. **Building:** The building is a large, multi-story structure, which is designed to be a landmark building in the area.
- 2. **Public Spaces:** The site includes a range of public spaces, including a large open area, a playground, and a series of smaller spaces.
- 3. **Surrounding Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.

Component

The component is a study of the way in which the space is organized. It is a key component of the design process, as it helps to identify the opportunities and challenges of the site. The component is based on the following factors:

- 1. **Building:** The building is a large, multi-story structure, which is designed to be a landmark building in the area.
- 2. **Public Spaces:** The site includes a range of public spaces, including a large open area, a playground, and a series of smaller spaces.
- 3. **Surrounding Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.

Access

The access is a study of the way in which the space is organized. It is a key component of the design process, as it helps to identify the opportunities and challenges of the site. The access is based on the following factors:

- 1. **Building:** The building is a large, multi-story structure, which is designed to be a landmark building in the area.
- 2. **Public Spaces:** The site includes a range of public spaces, including a large open area, a playground, and a series of smaller spaces.
- 3. **Surrounding Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.

Circulation

The circulation is a study of the way in which the space is organized. It is a key component of the design process, as it helps to identify the opportunities and challenges of the site. The circulation is based on the following factors:

- 1. **Building:** The building is a large, multi-story structure, which is designed to be a landmark building in the area.
- 2. **Public Spaces:** The site includes a range of public spaces, including a large open area, a playground, and a series of smaller spaces.
- 3. **Surrounding Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.

Leisure Learning

The Leisure Learning concept is a study of the way in which the space is organized. It is a key component of the design process, as it helps to identify the opportunities and challenges of the site. The Leisure Learning concept is based on the following factors:

- 1. **Building:** The building is a large, multi-story structure, which is designed to be a landmark building in the area.
- 2. **Public Spaces:** The site includes a range of public spaces, including a large open area, a playground, and a series of smaller spaces.
- 3. **Surrounding Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.

Preliminary Design

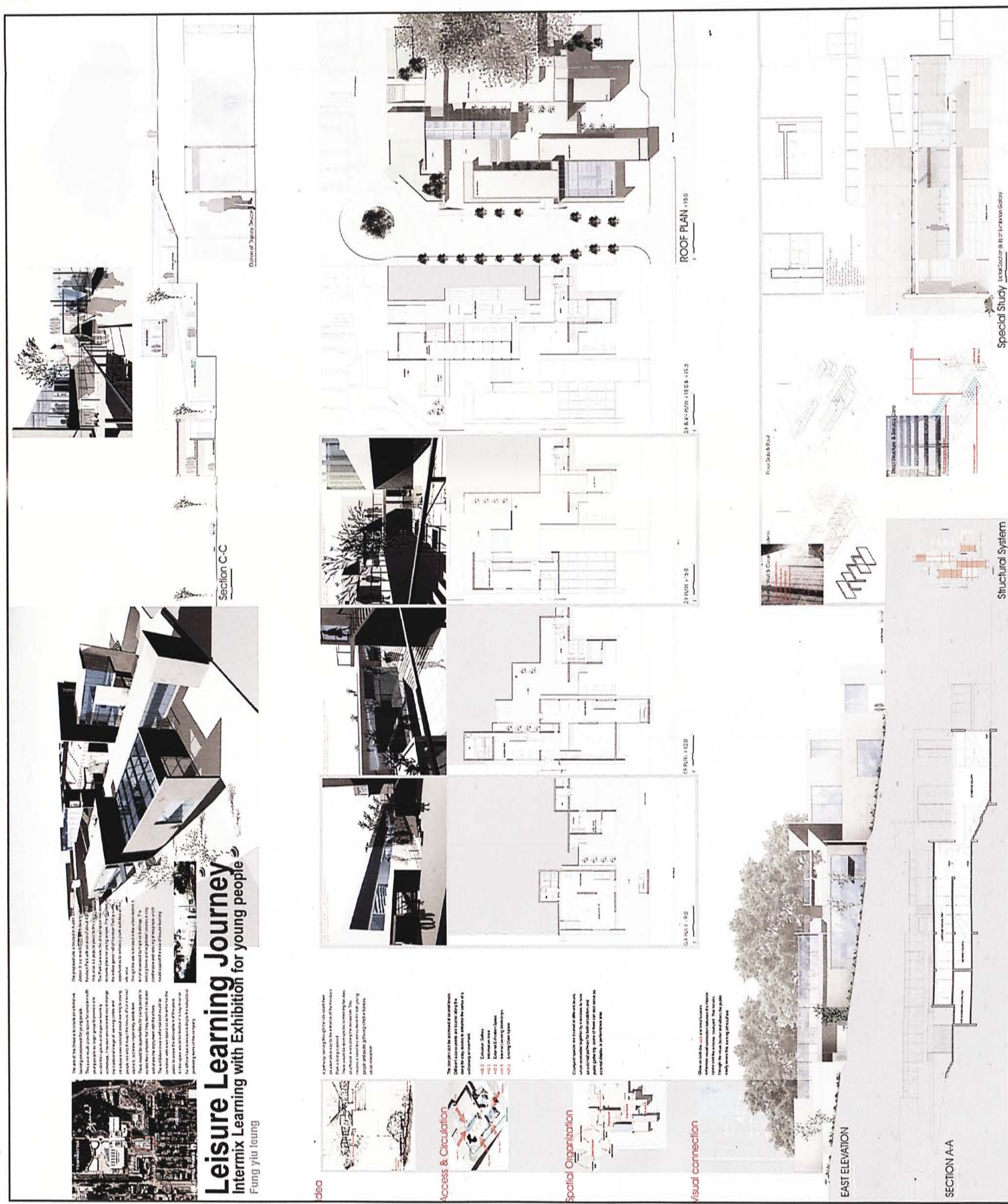
The preliminary design is a study of the way in which the space is organized. It is a key component of the design process, as it helps to identify the opportunities and challenges of the site. The preliminary design is based on the following factors:

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- 2. **Public Spaces:** The site includes a range of public spaces, including a large open area, a playground, and a series of smaller spaces.
- 3. **Surrounding Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.

Abstract

The abstract is a study of the way in which the space is organized. It is a key component of the design process, as it helps to identify the opportunities and challenges of the site. The abstract is based on the following factors:

- 1. **Building:** The building is a large, multi-story structure, which is designed to be a landmark building in the area.
- 2. **Public Spaces:** The site includes a range of public spaces, including a large open area, a playground, and a series of smaller spaces.
- 3. **Surrounding Context:** The site is surrounded by a mix of residential, commercial, and recreational uses, which provides a rich and diverse context for the project.



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